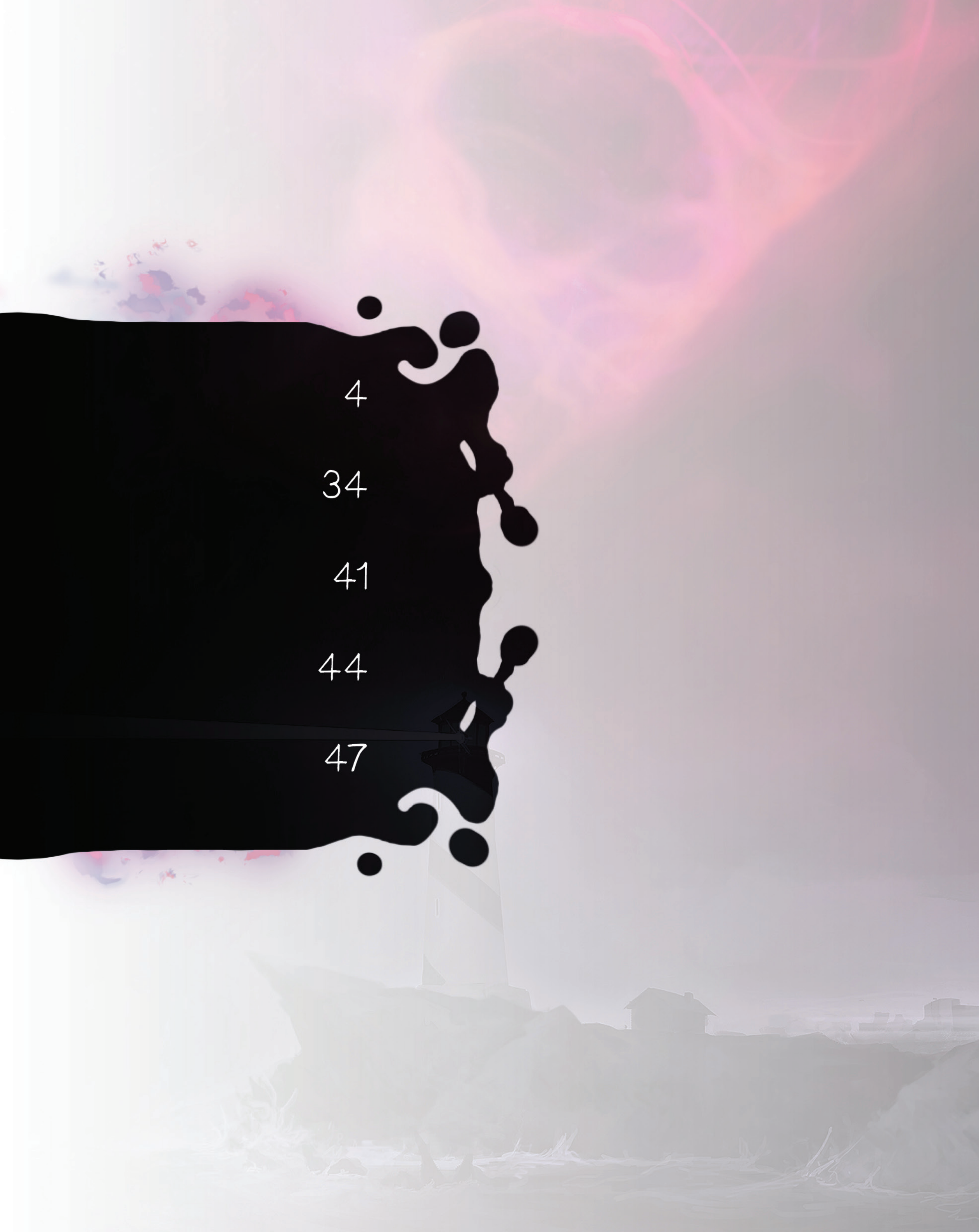
IN SOUND MIND

DIGITAL ARTBOOK

To our beloved players, Tonia opens up to Desmond and says, "Patience and Grace". The journey of In Sound Mind was one of "Patience and Grace". It started many many years ago and was patiently cultivated with the grace of friendship and passion about creating fun and immersive experiences. It makes us so incredibly excited for what you're about to play. This game wouldn't be possible without your support, so from the bottom of our hearts- thank you for picking up In Sound Mind! You're our heroes.

We Create Stuff



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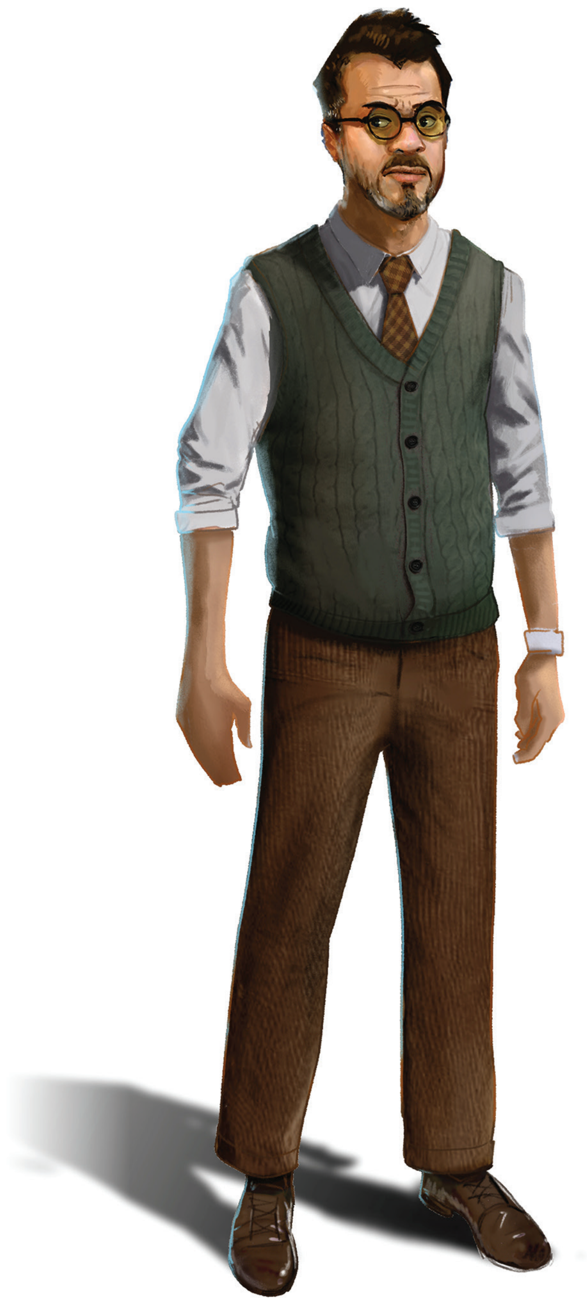
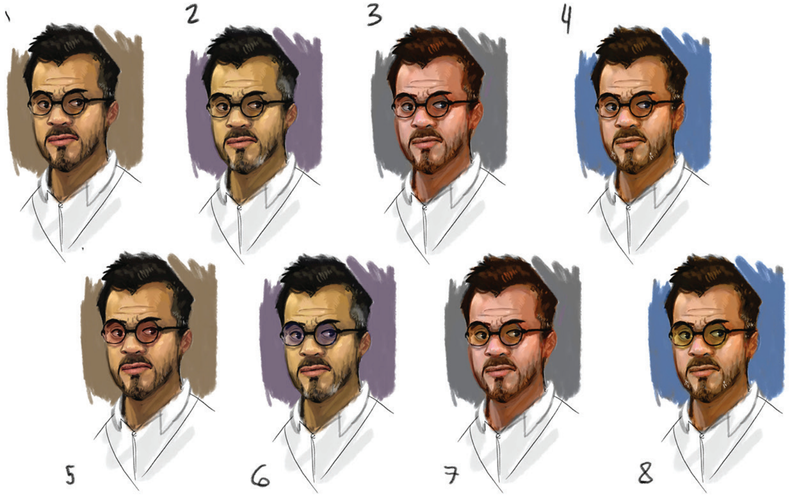
MAIN CHARACTERS



Desmond

Desmond Wales. PhD (Age 39) is the resident psychologist of the small town of Milton Haven. Earnest and steadfast, he takes pride in his work, yet has let himself get consumed by it on more than one occasion. His patients' well-being is his top priority. When a mysterious incident causes his patients and the rest of the city to spiral out of control, Desmond must act and navigate the mazes of his own distorted mind before he too suffers the same fate, uncovering a dark conspiracy in the process.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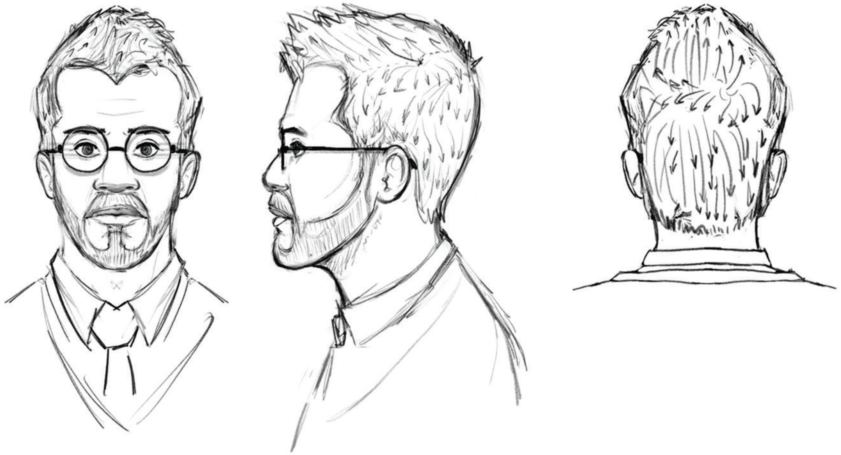

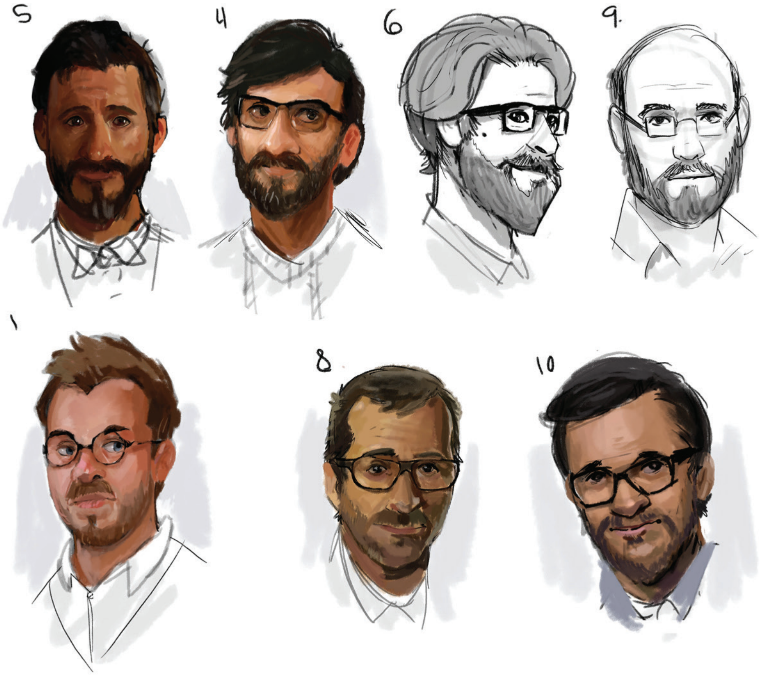
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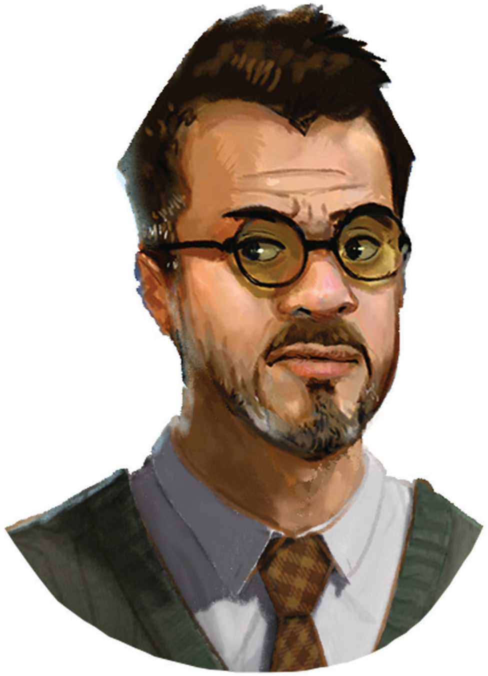

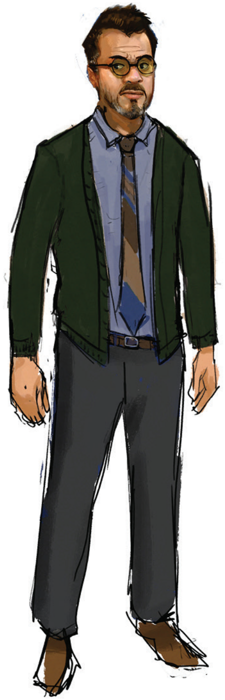

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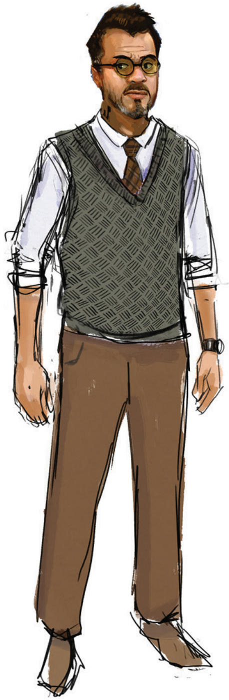

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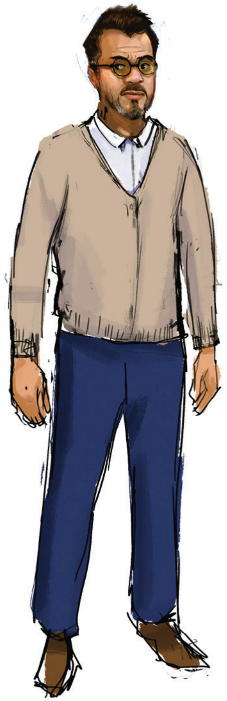

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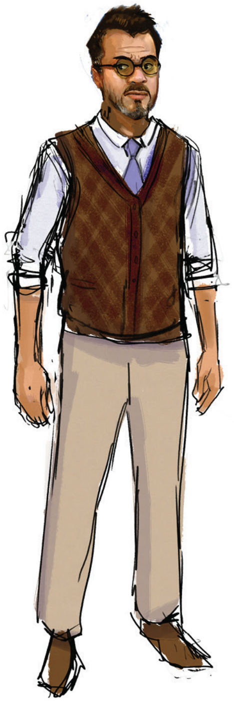

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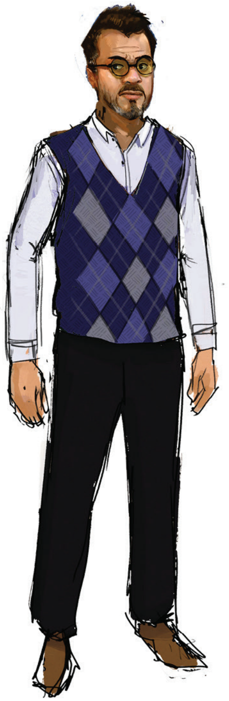

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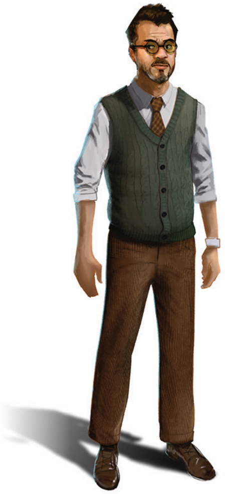
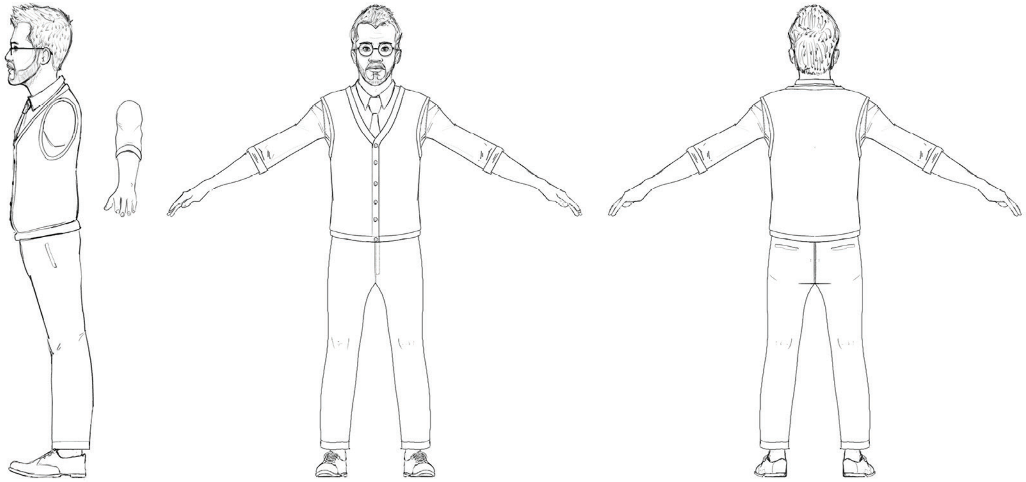
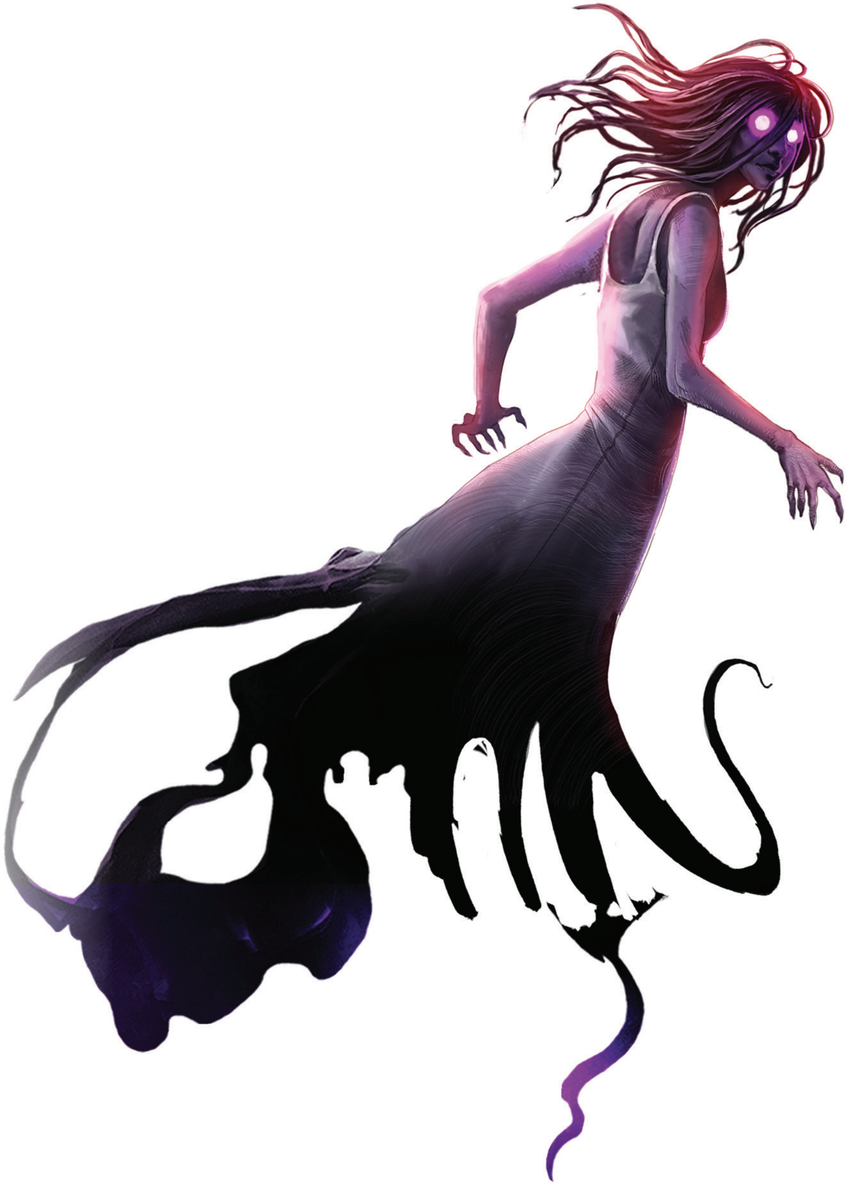




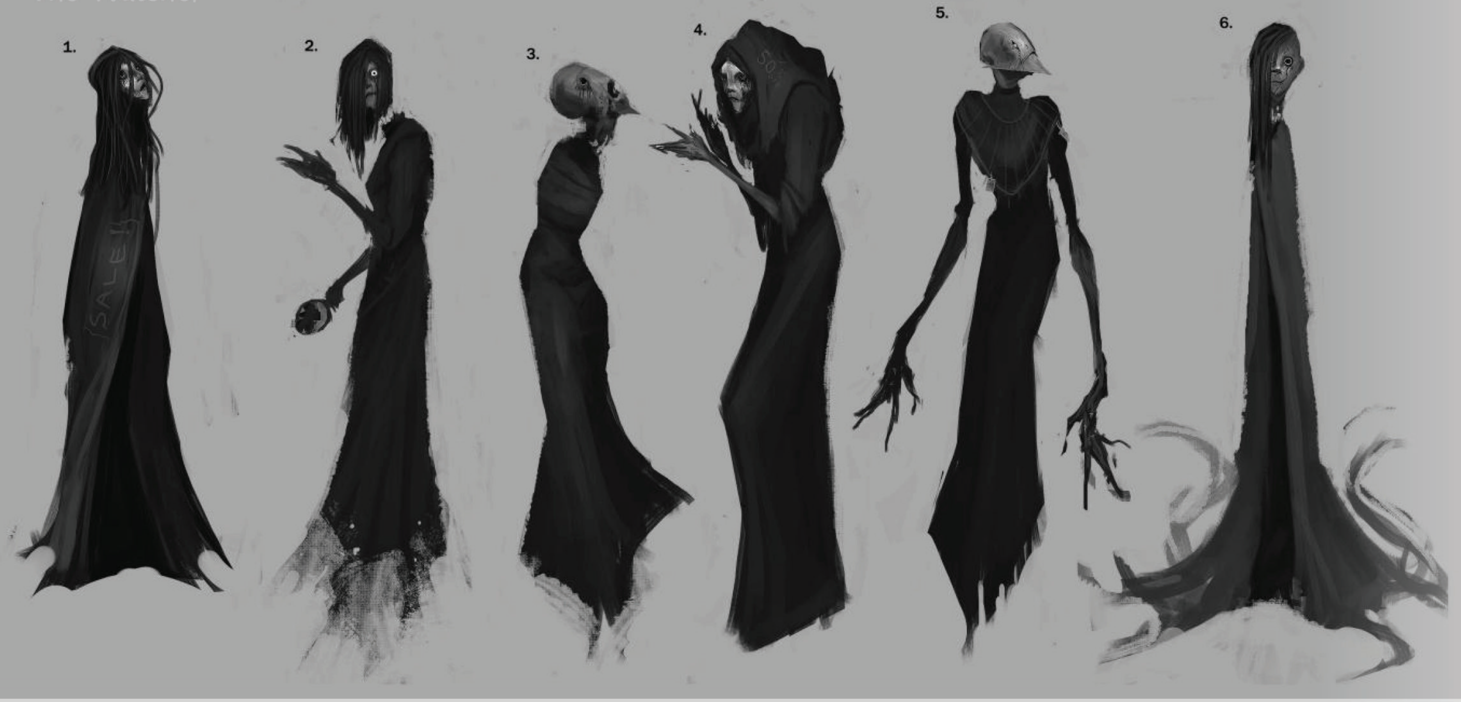


The Watcher

Virginia Ruhl (Age 25) is the first patient whose case is investigated while playing In Sound Mind. Her shadow, “The Watcher” is a medusa-like manifestation of her anxiety and shame. This creepy ghost haunts a ravaged Homa-Mart superstore, the same location where the untimely death of Virginia took place.

When Virginia was a young girl, her mother would sign her up for beauty pageants. She did those happily until an accident occurred, in which she pulled the bathroom mirror cabinet off the wall, and it came crashing down on her face. Growing up with these scars was tough for Virginia and she constantly felt that people were staring at her, judging her.

Main Characters - The Watcher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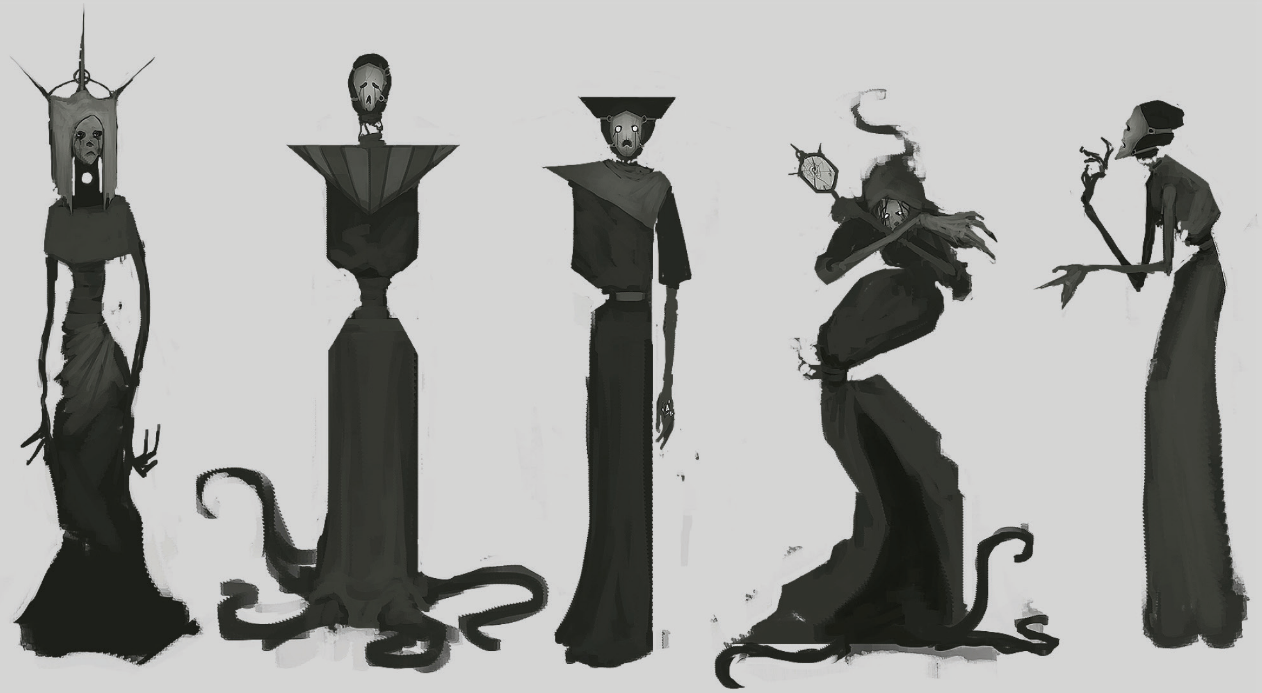

Main Characters - The Watcher

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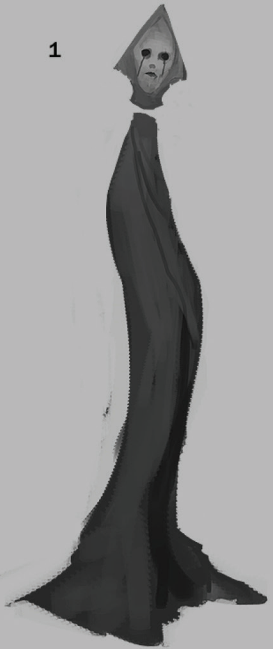

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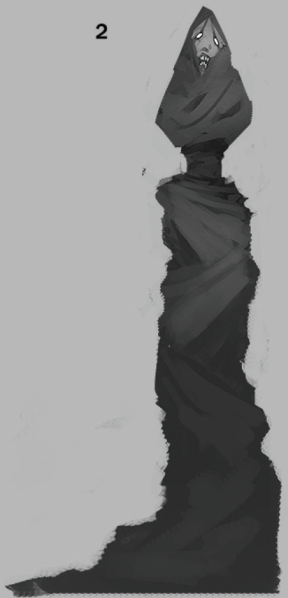

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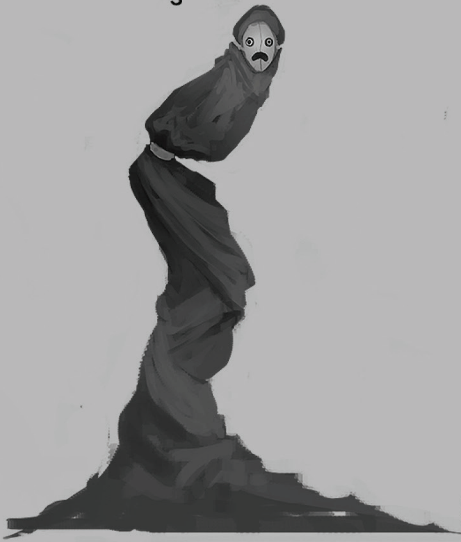

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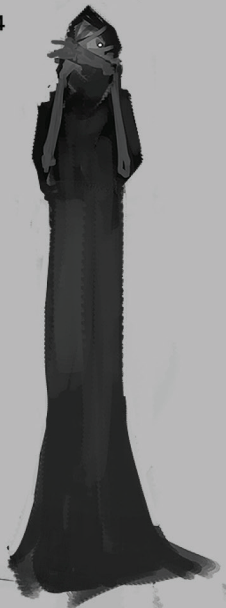

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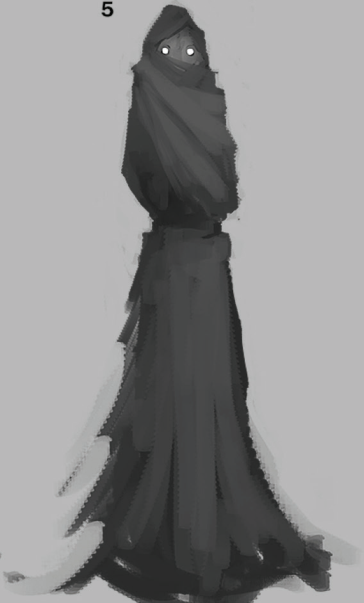

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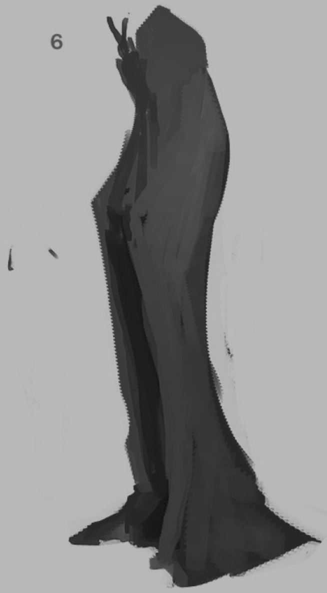

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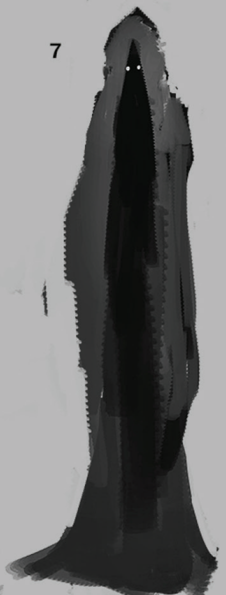

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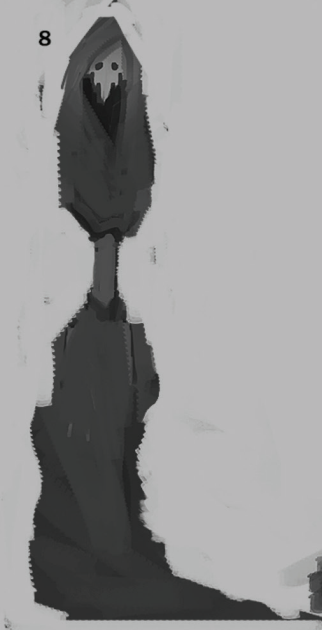

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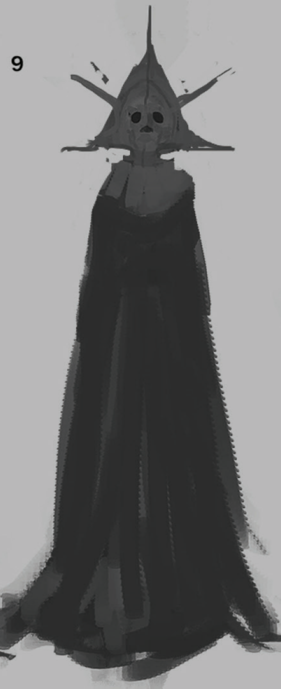

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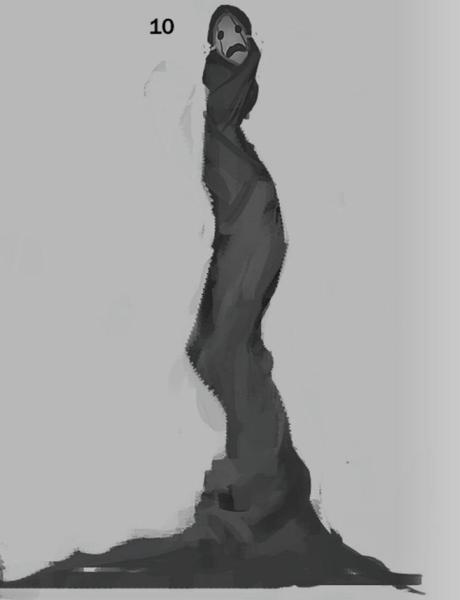
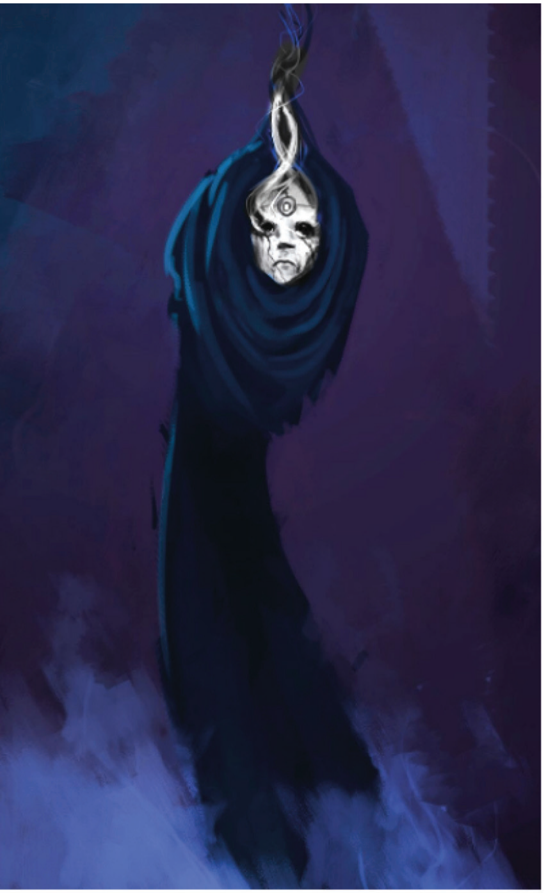
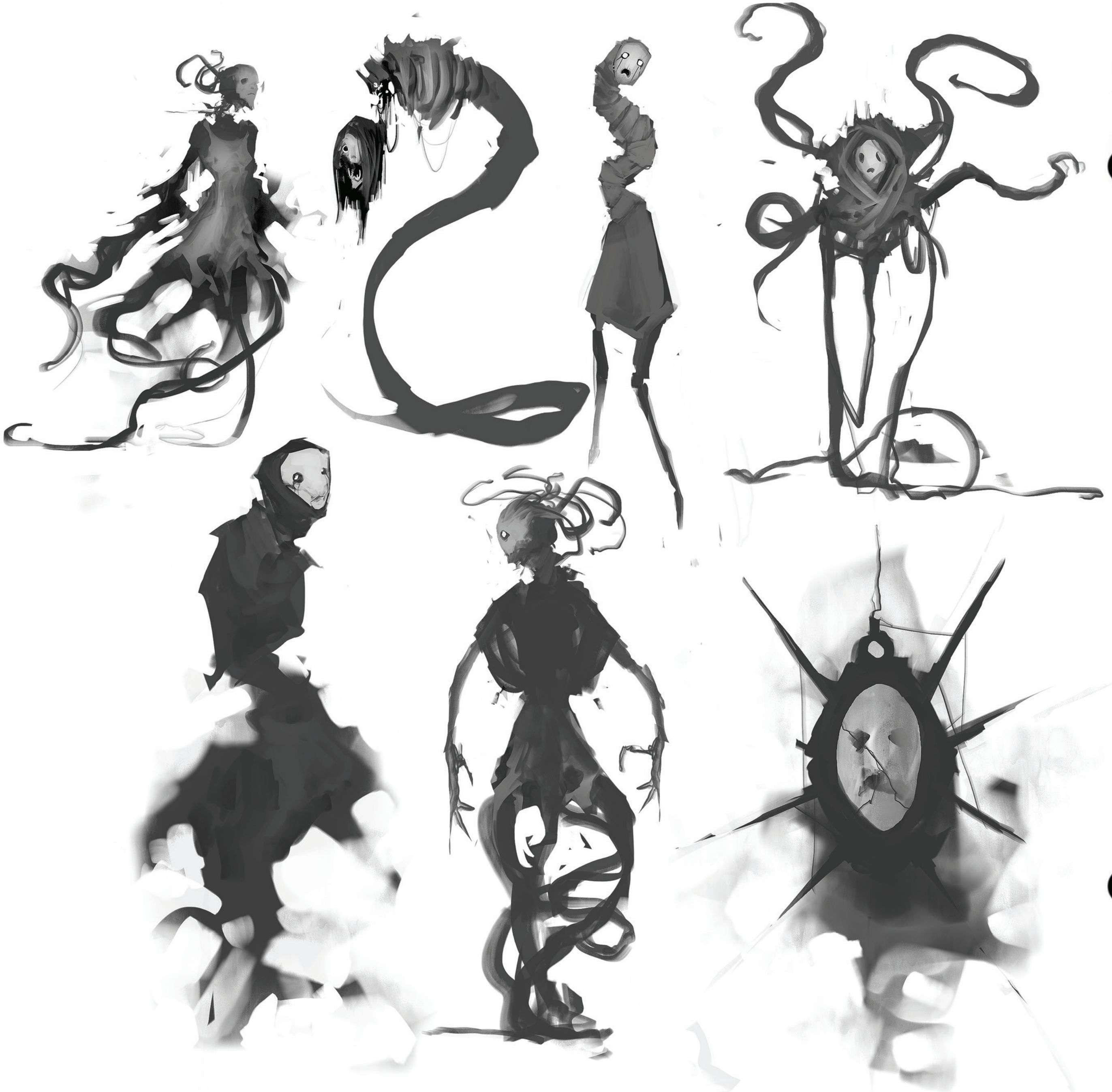
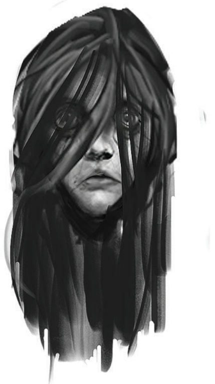
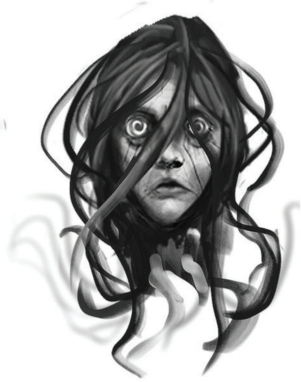


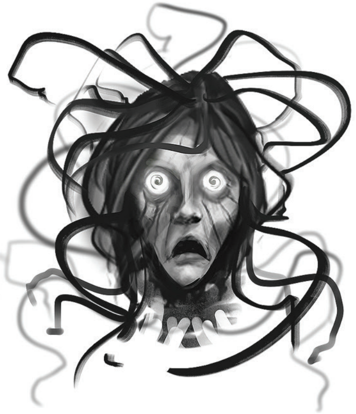


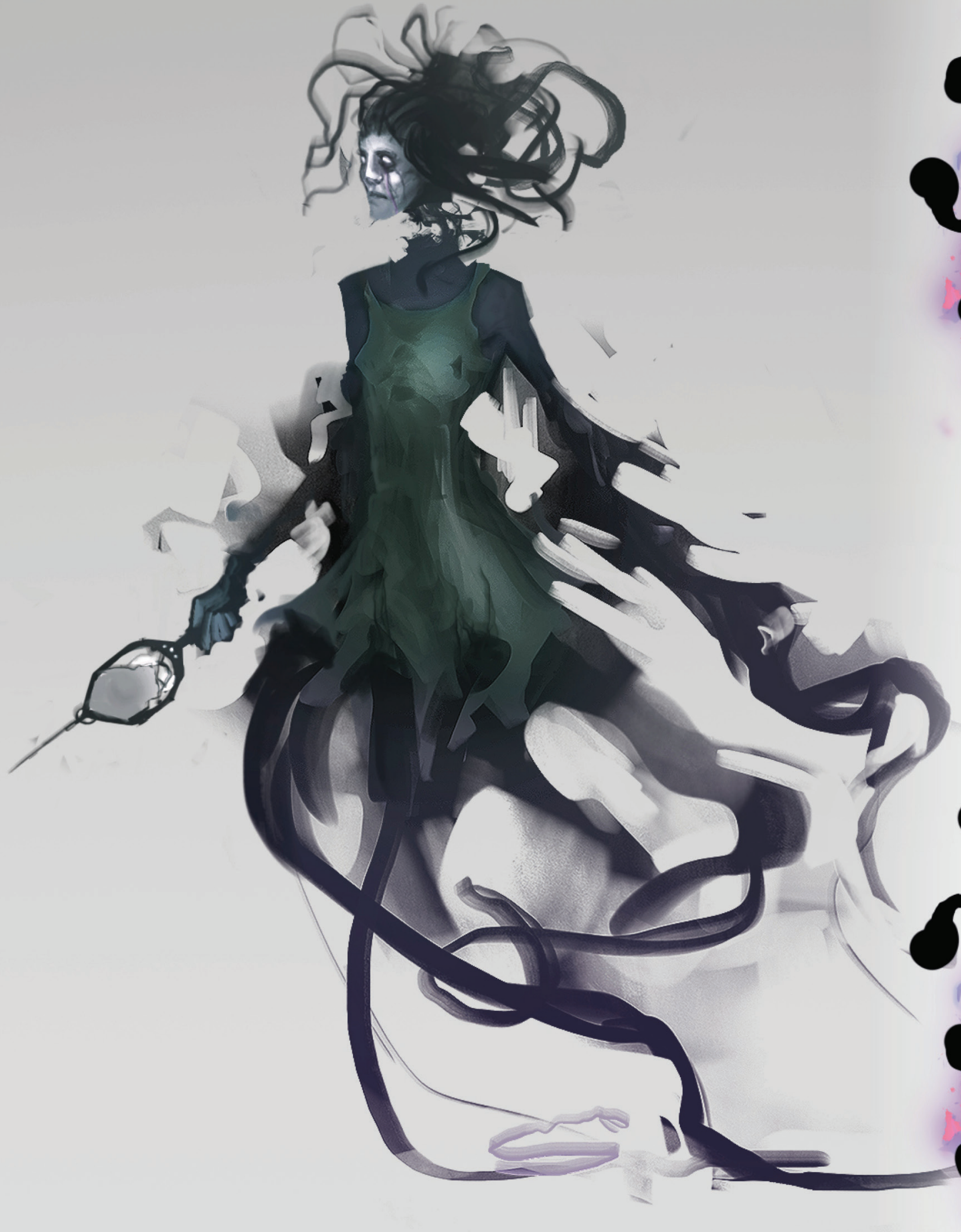


Main Characters - The Watcher

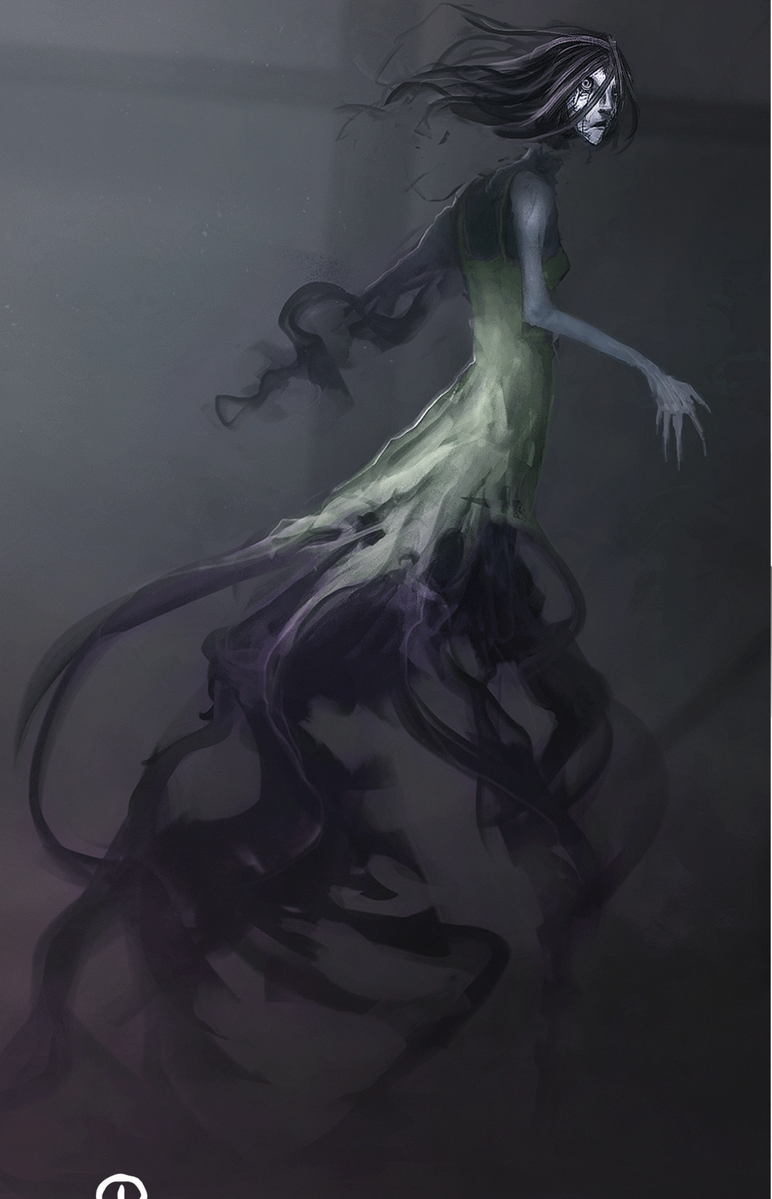


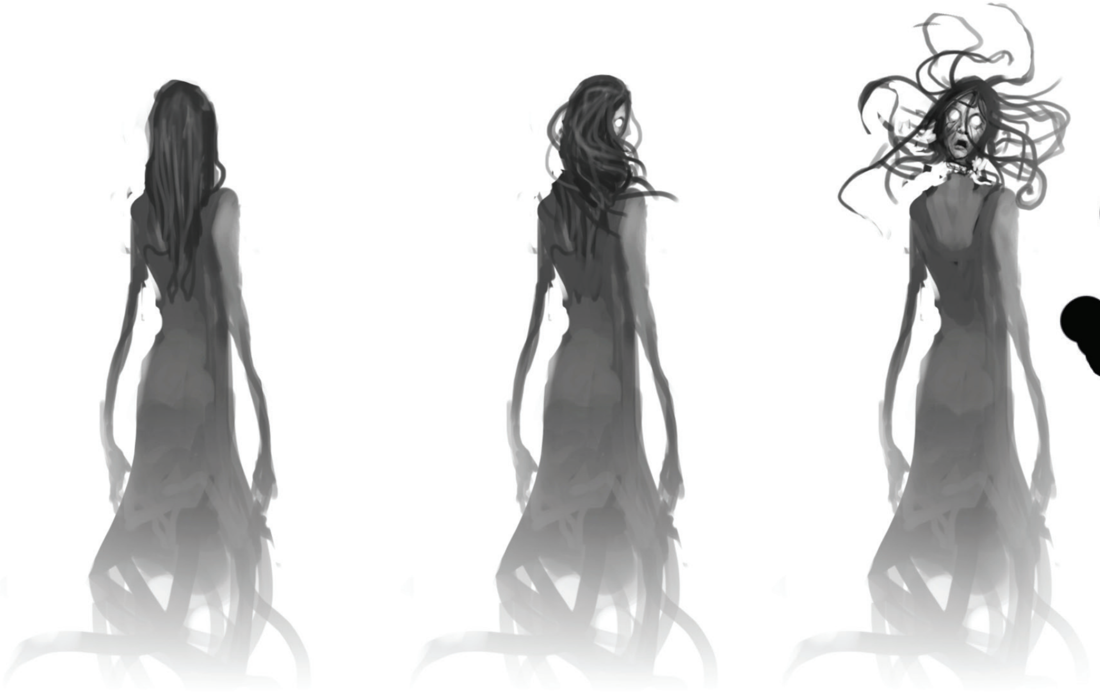


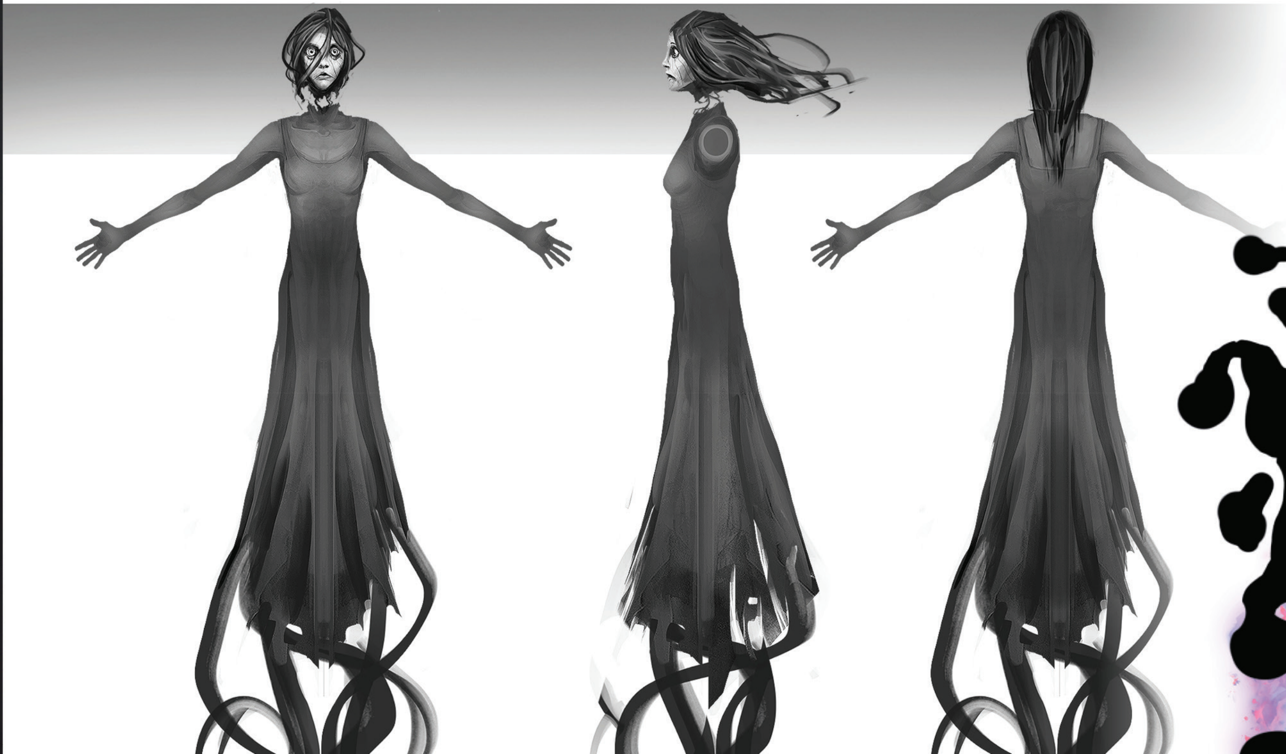


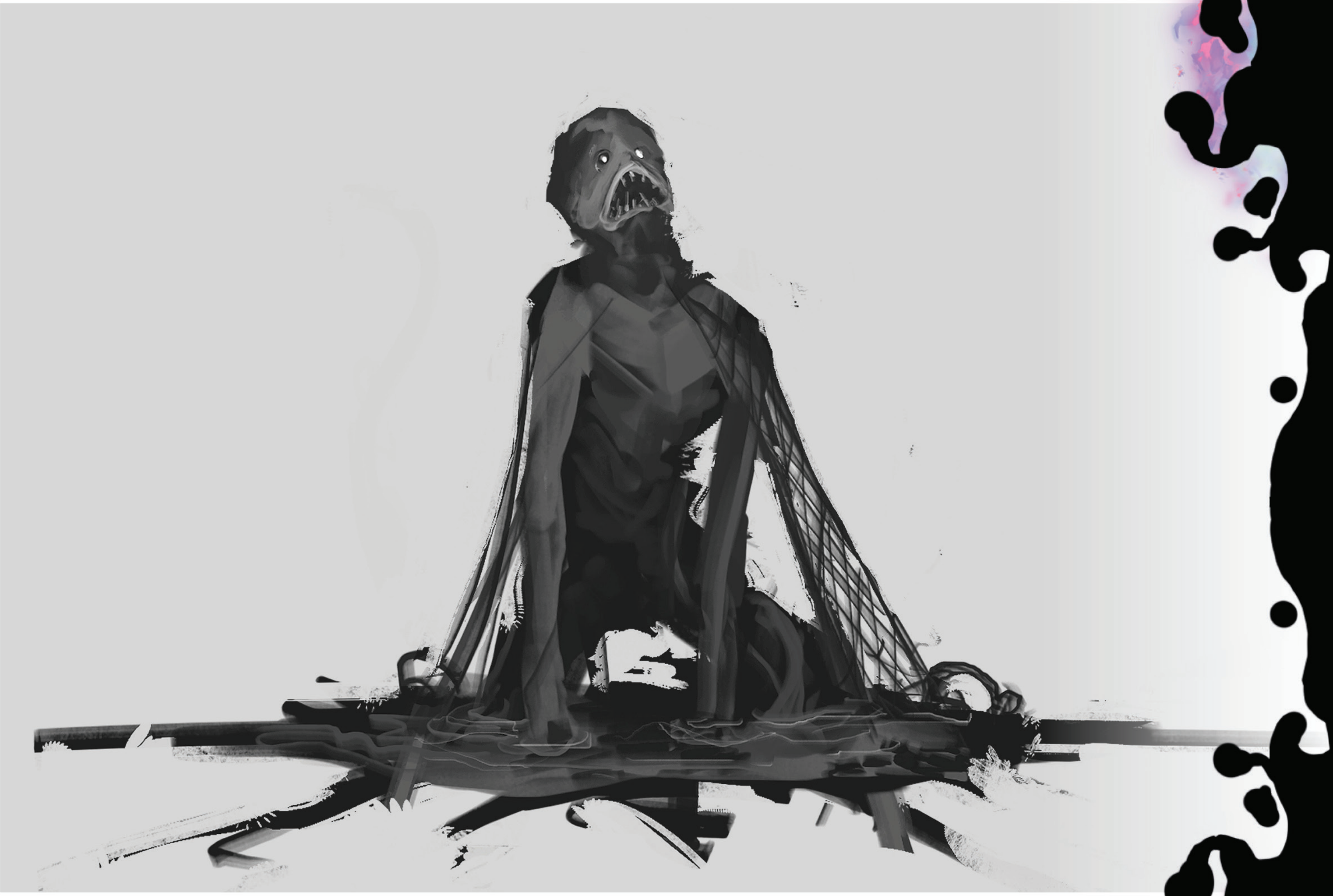


Main Characters - The Watcher





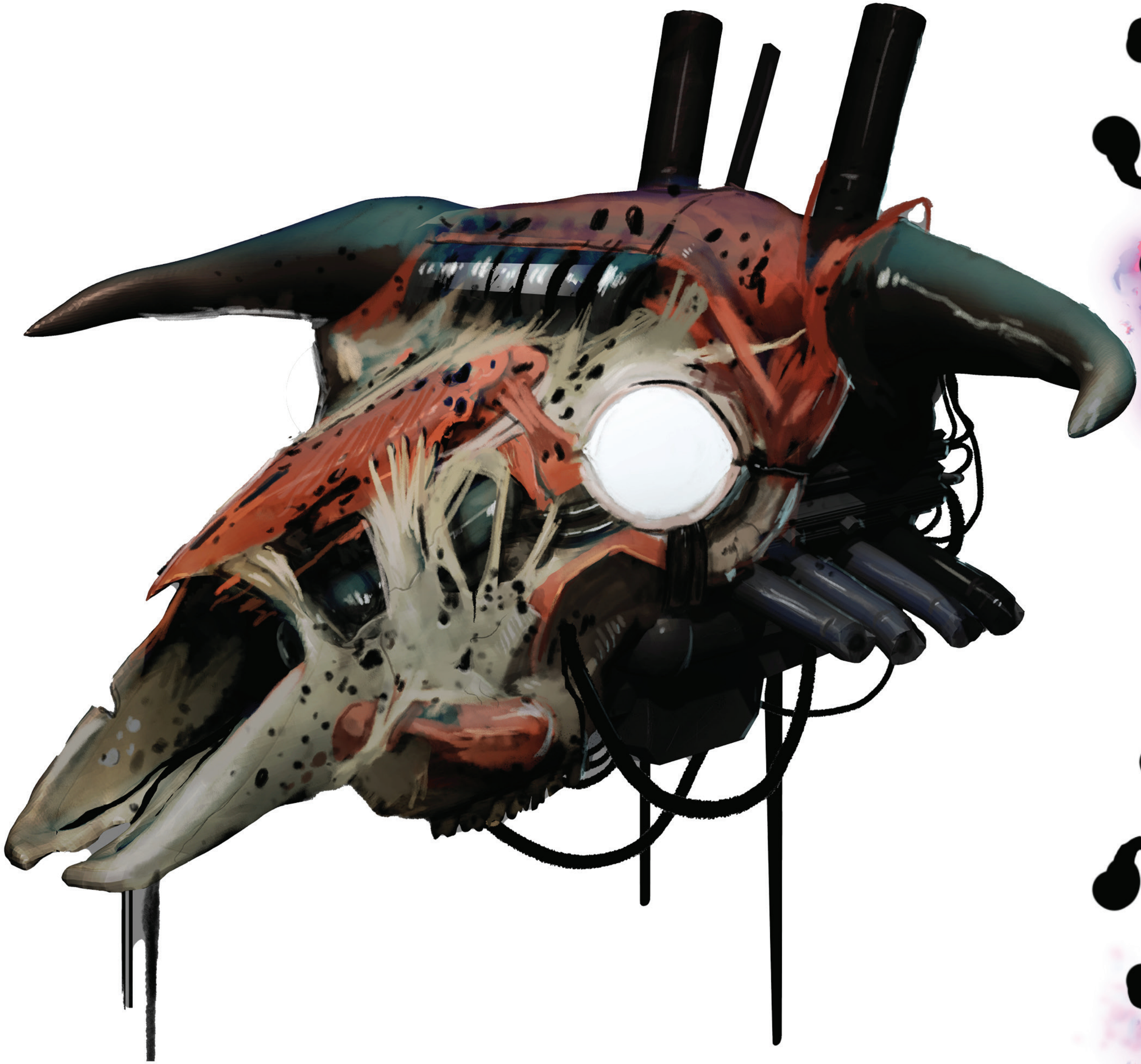




The Shade

Allen Shore (Age 38) is a complicated guy, to say the least. Allen's shadow, "The Shade", is a terrifying moving sinkhole, a manifestation of his fear and fascination with the dark. It wants the light Desmond is tasked with carrying at the beginning of this tape. This pit of darkness moves around across the boat shoreline and the pathway that leads to the lighthouse.

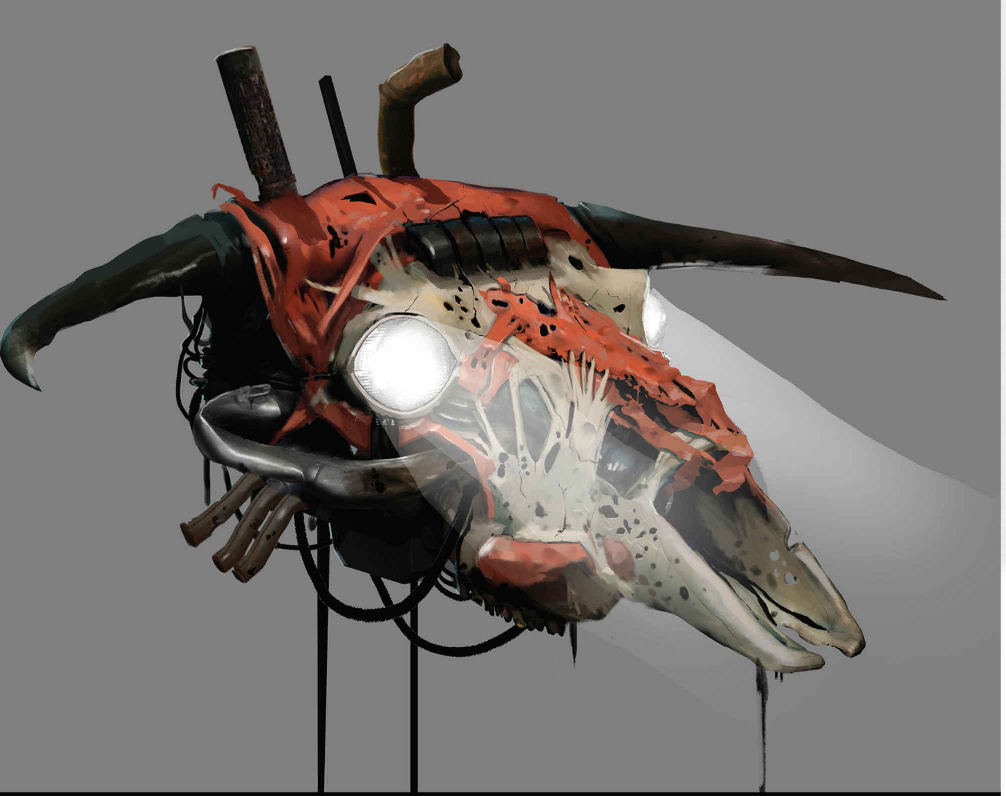
For most of his life, Allen's had nightmares about monsters swallowing him into the darkness. He didn't know this was abnormal, so he never sought help.
His subsequent fear of the dark led to him working as a lighthouse operator at the Icarus Lighthouse in Milton Haven. It was a job that made sense to him - keep the light operational.

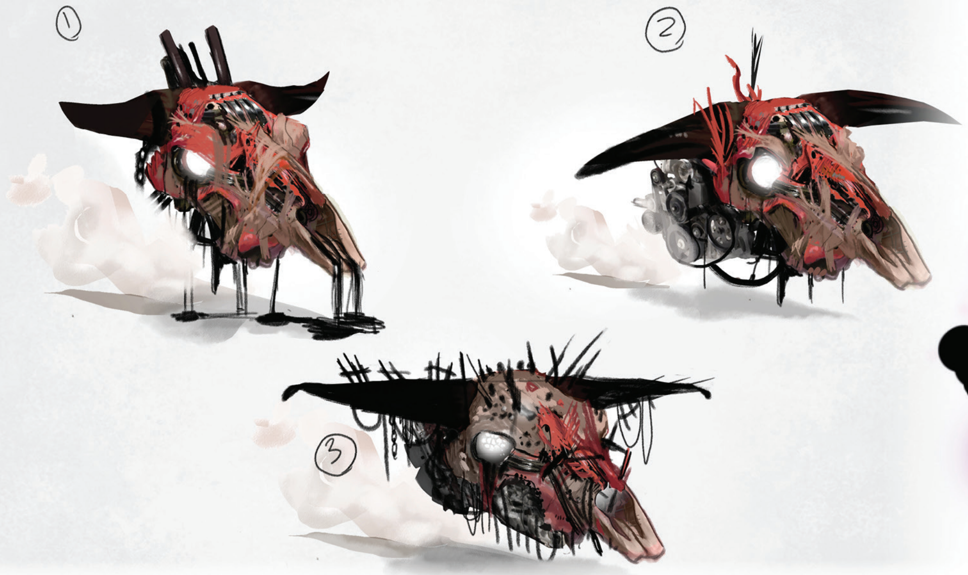


The Bull

Max Nygaard (Age 45) is the type of guy who would punch through a wall. His shadow, “The Bull” is a manifestation of his anger issues and it’s ready to charge at any who get in its way. This raging abomination - part beast, part machine, charges his way through the old factory grounds and train tracks that surround it.

Max worked for the old Minos Quarry just outside of town until the land was bought by Mayer Pharmaceuticals to open their new Distribution center.
His therapy sessions with Desmond are court mandated after a dispute with his ex-wife results in her leaving him with their daughter, Maddison.
He regrets not being able to keep his family together.

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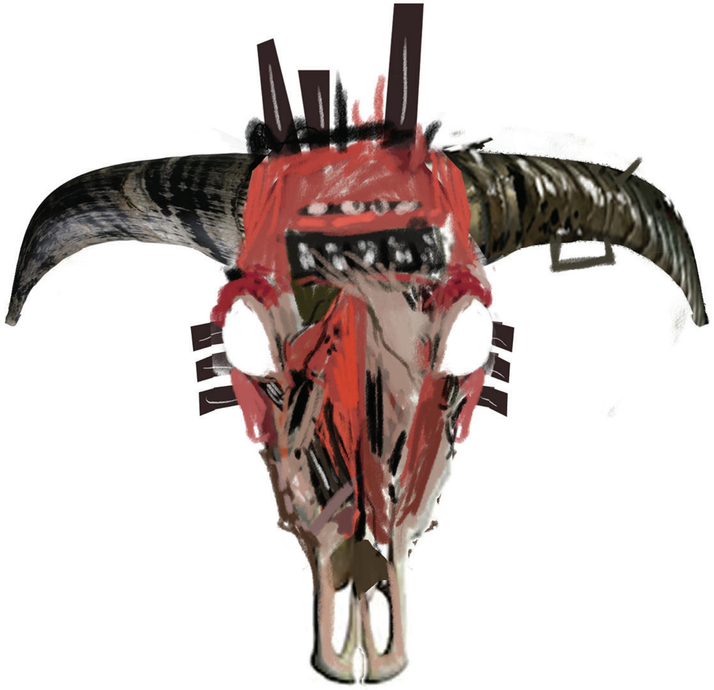

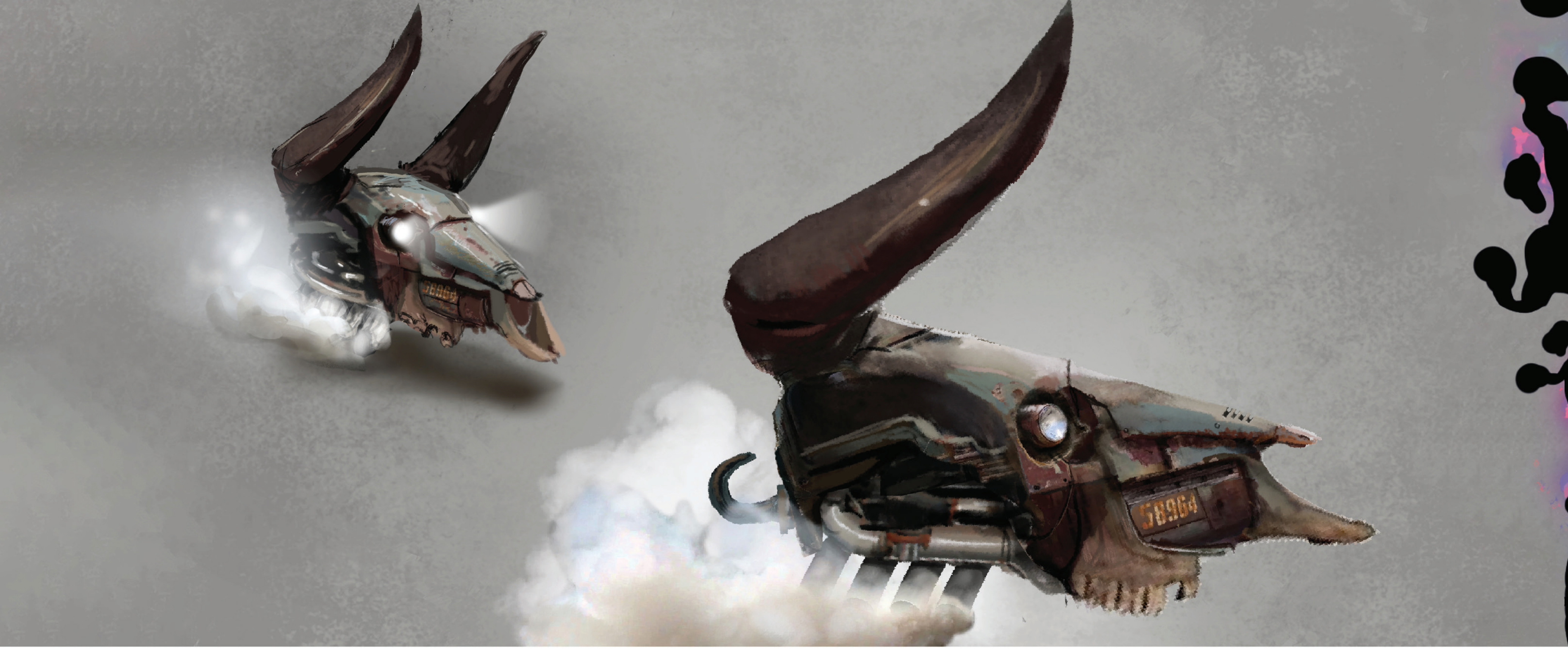
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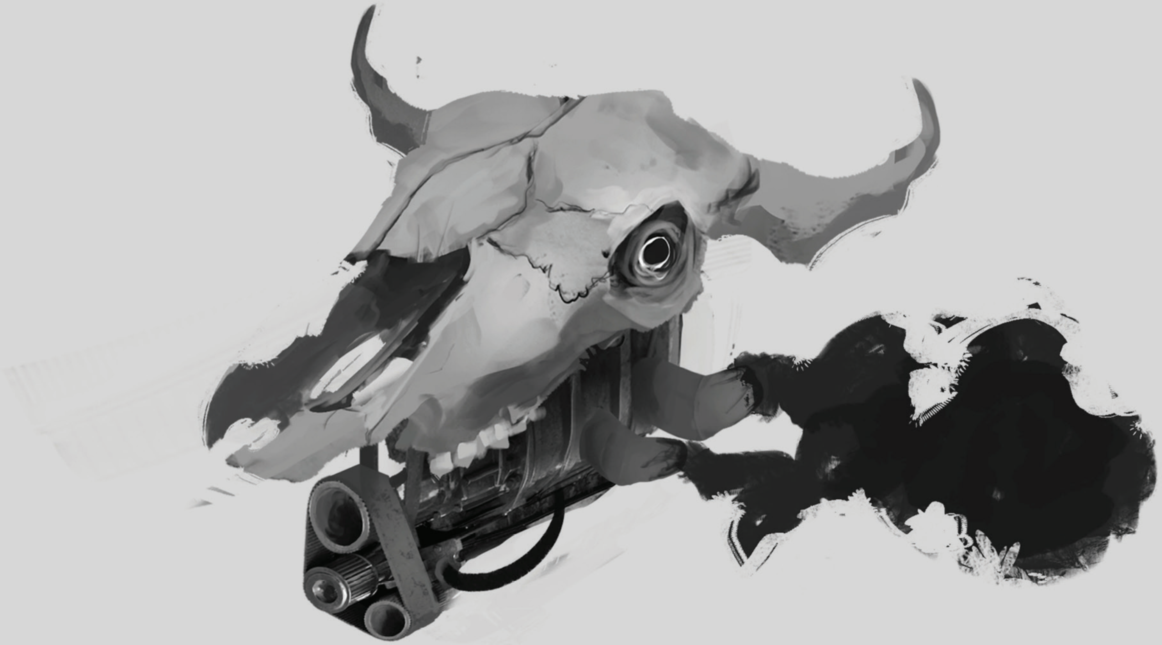

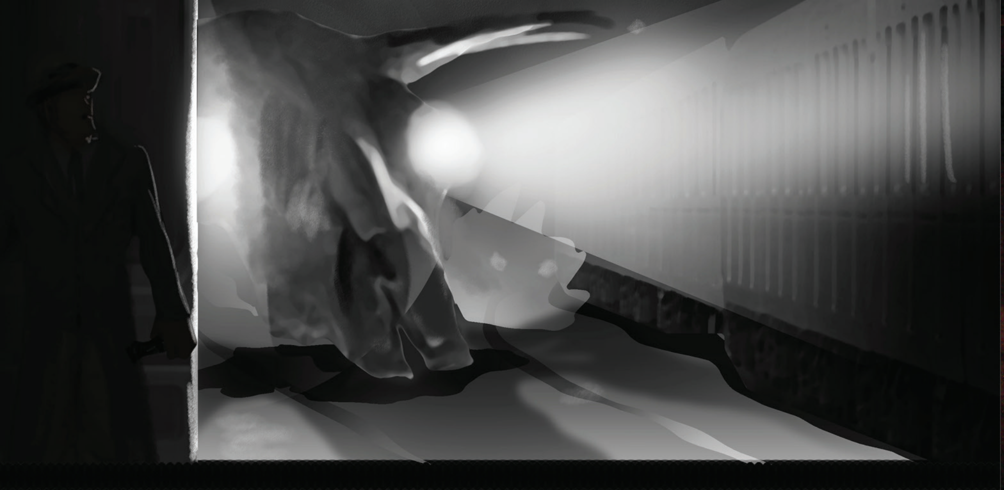

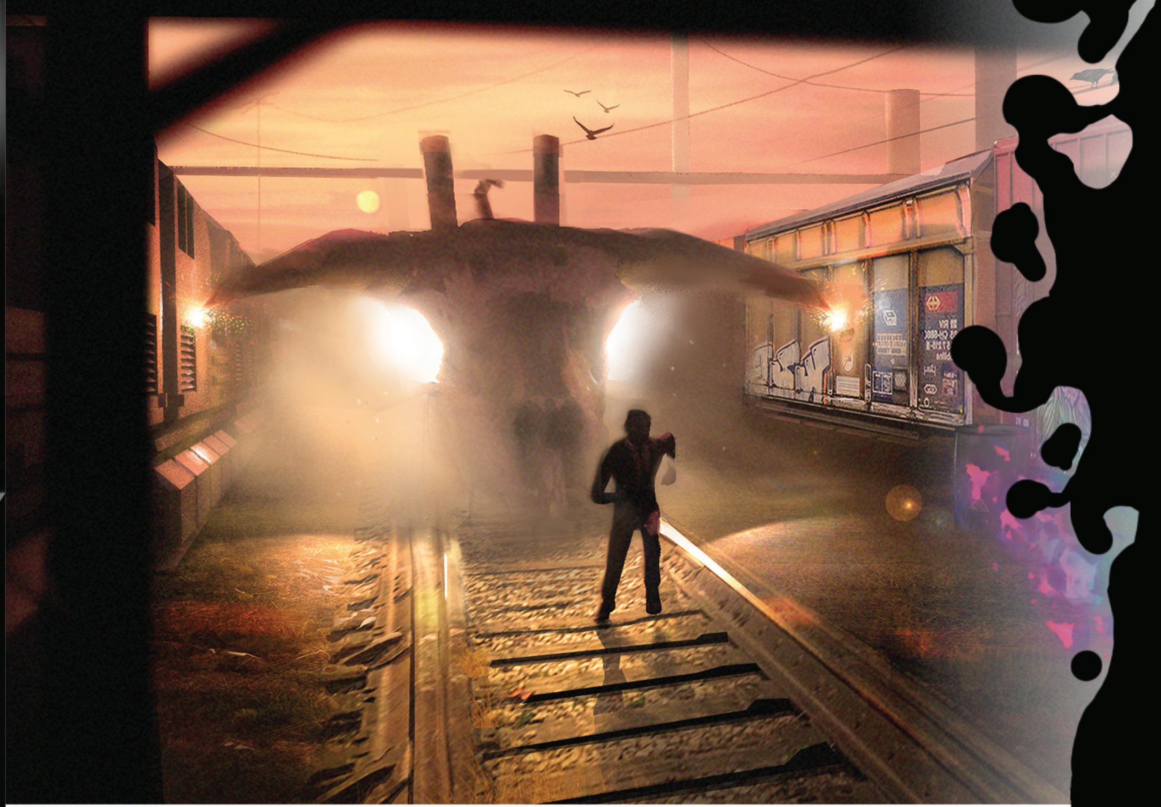

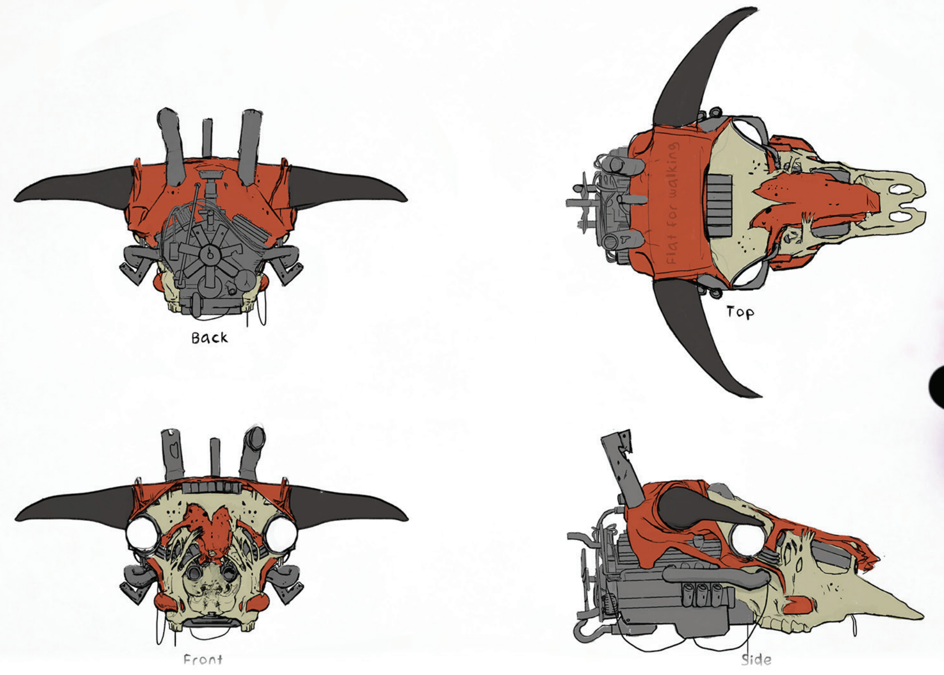
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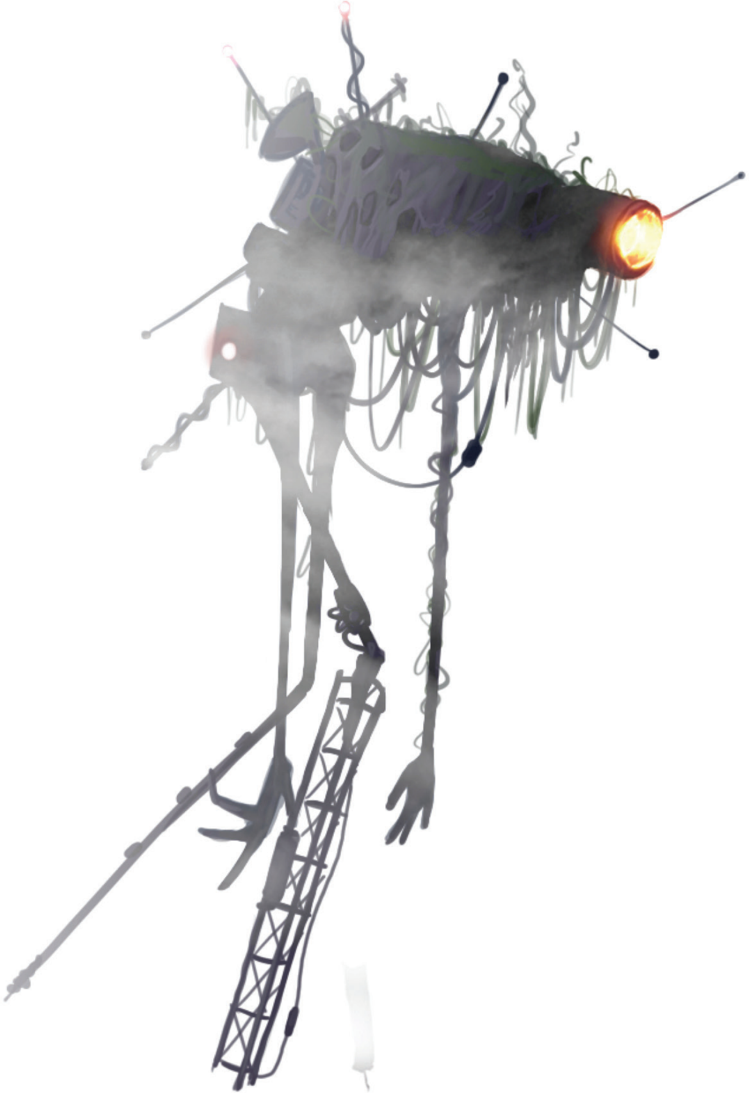
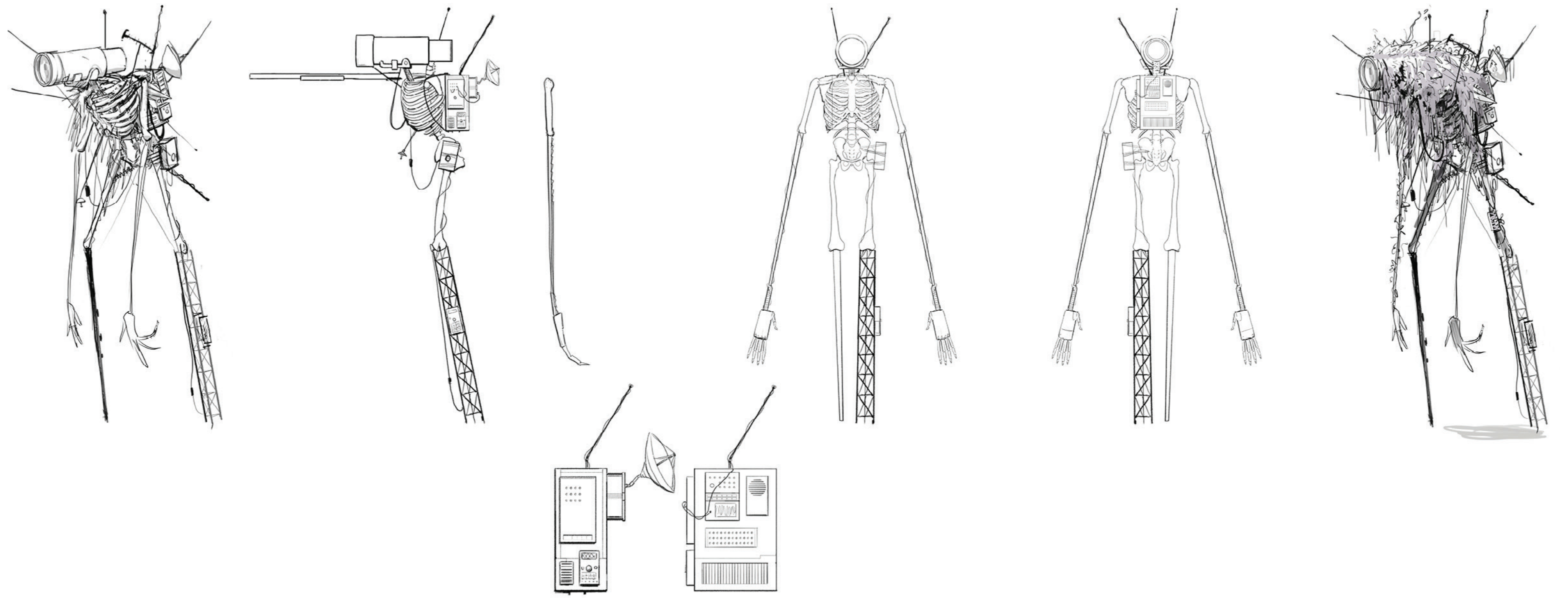
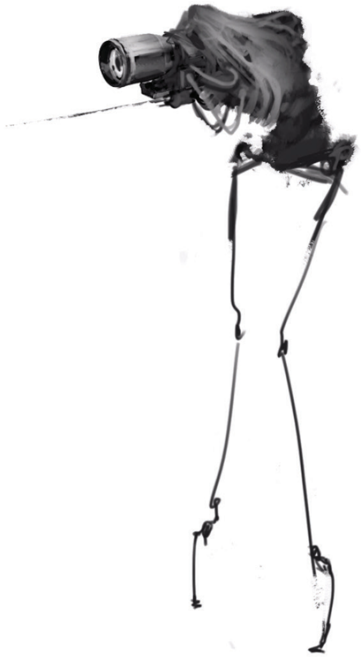


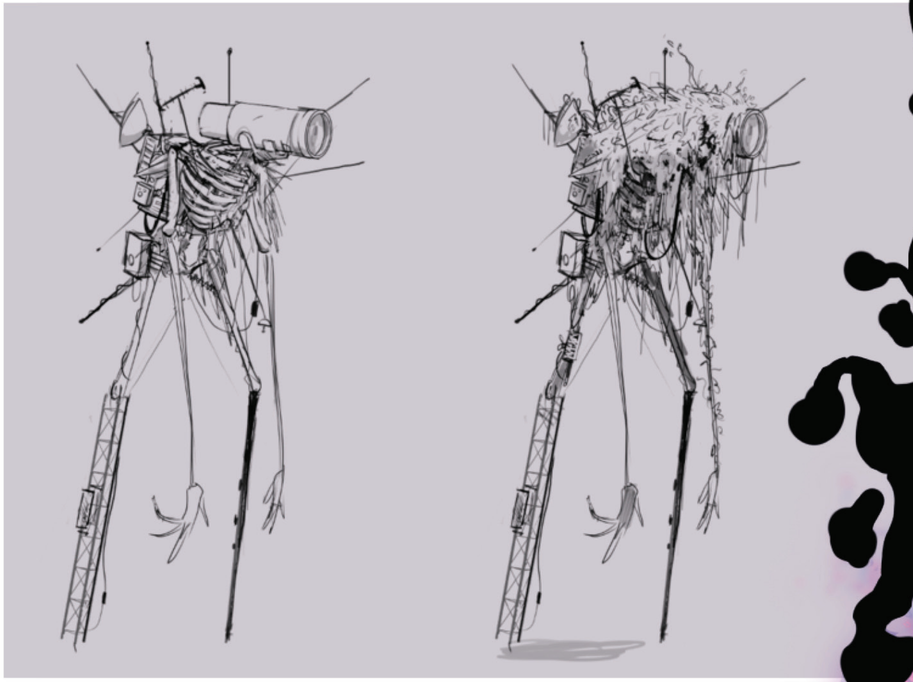
The Flash

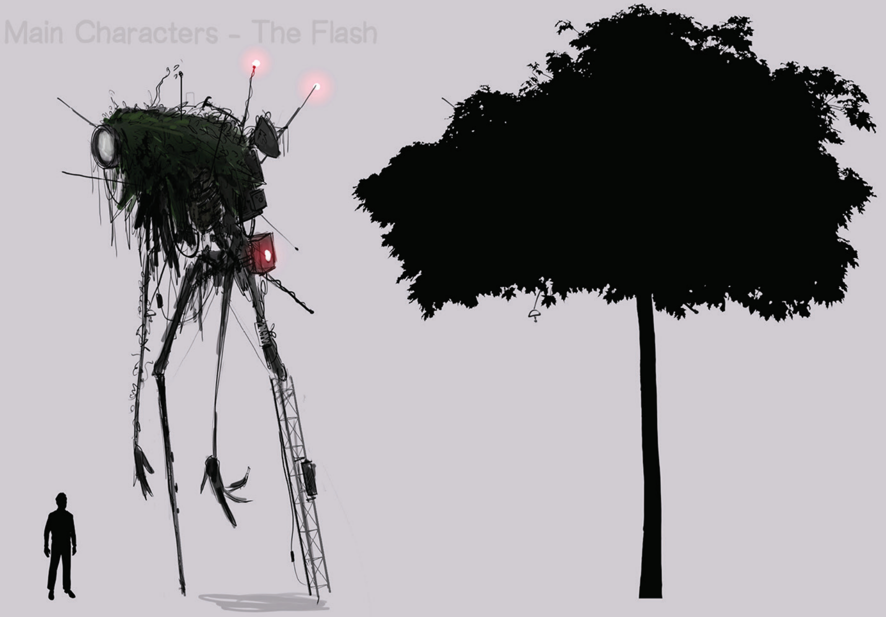
Lucas Cole (Age 52) is a war veteran who's been on Mayer's trail for some time now.
Lucas' shadow, "The Flash" is a huge, walking radio tower with a sniper rifle for a head and is the manifestation of Lucas' diagnosed PTSD and self doubt. The towering giant lurks in the forest surrounding Milton Haven, ready to shoot down anyone it deems an enemy.

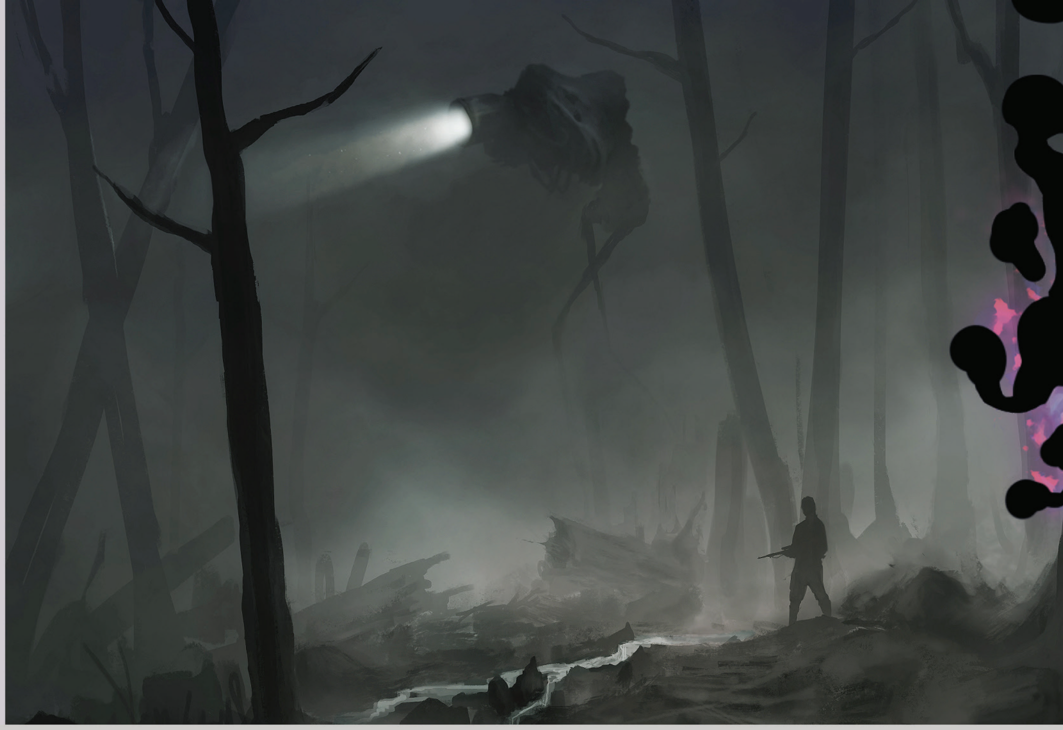
Ever since Lucas returned from the war, some 30 years ago, he's been searching for answers. He tried to make sense of the things he had seen as his squad's radioman, affected by a mysterious drug that had been sprayed on the battlefield.
The problem with Lucas' battle stories were that they were hard to believe, and Lucas was often discarded as crazy, mentally broken from the war.

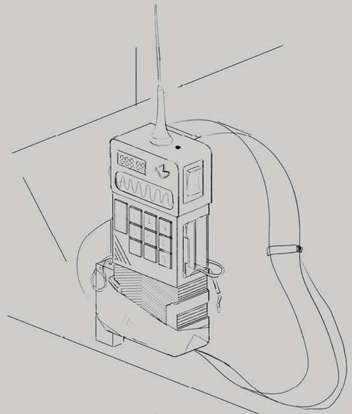







Main Characters - The Flash





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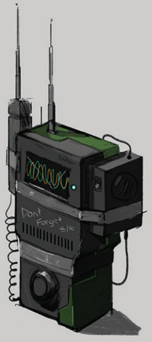
Dont Forget 8/16

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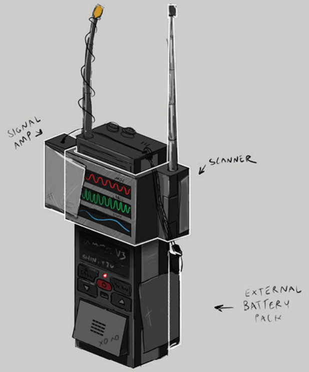
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SCANNER
EXTERNAL BATTERY PACK
V3
CALL
SCAN
xo xo

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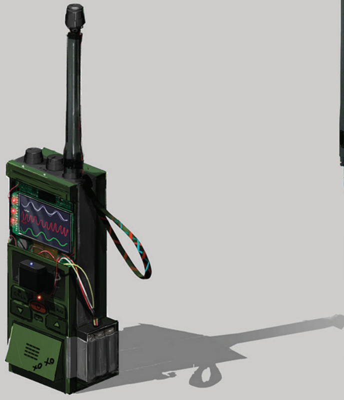
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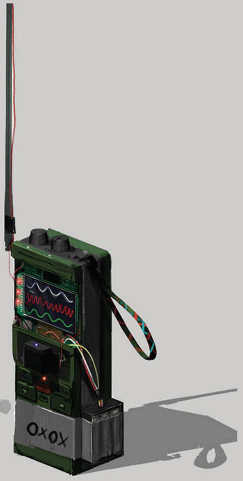
OXOX

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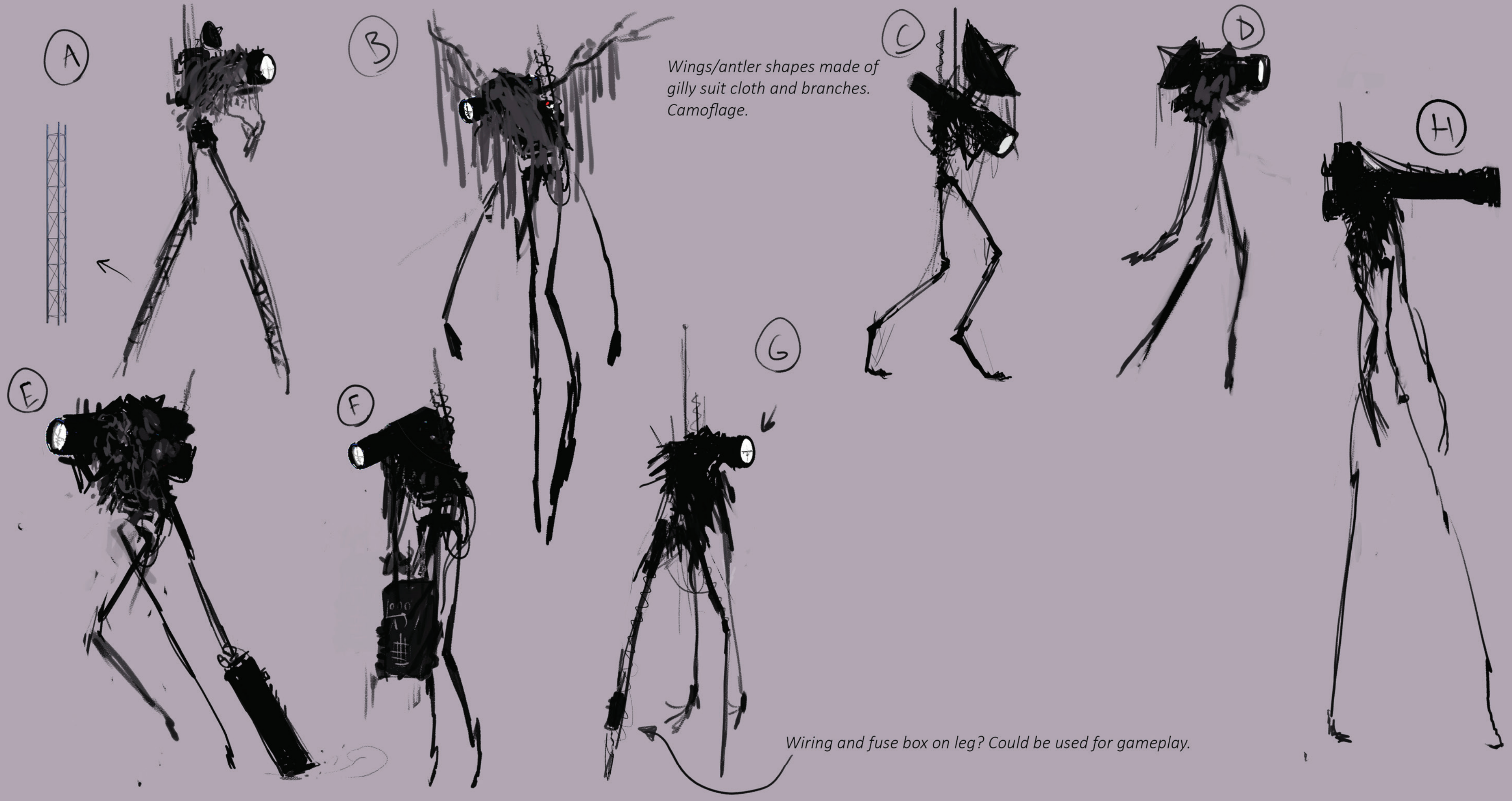
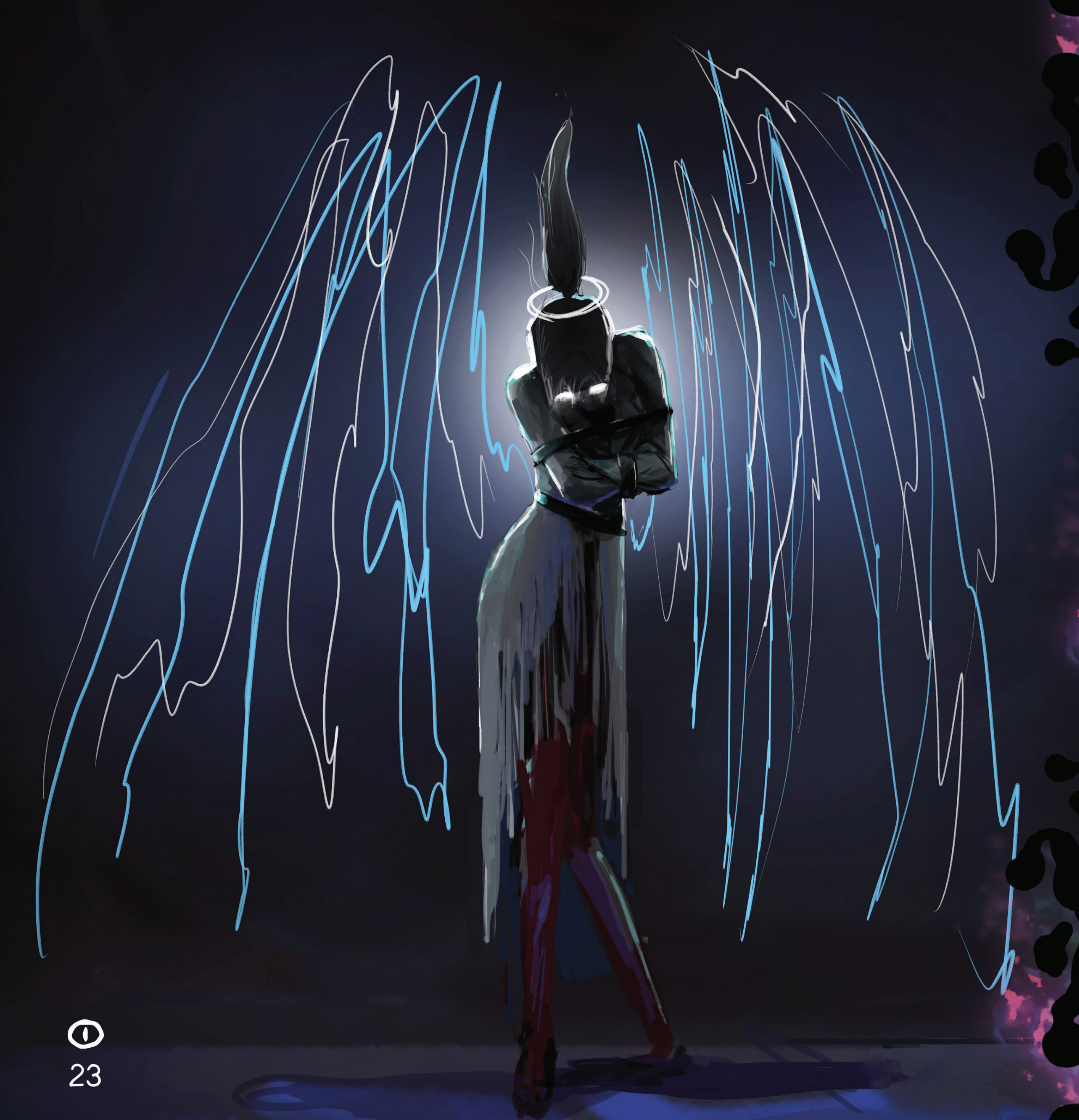


Wings/antler shapes made of gilly suit cloth and branches. Camoflage.

Wiring and fuse box on leg? Could be used for gameplay.

Physically carries or drags some radio thing?

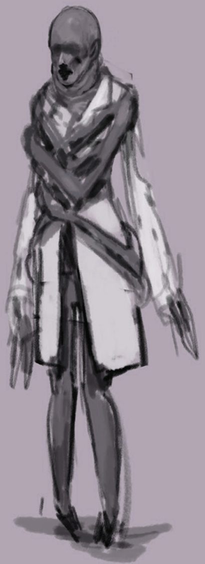


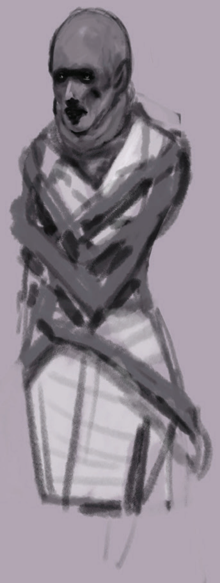
The Empty

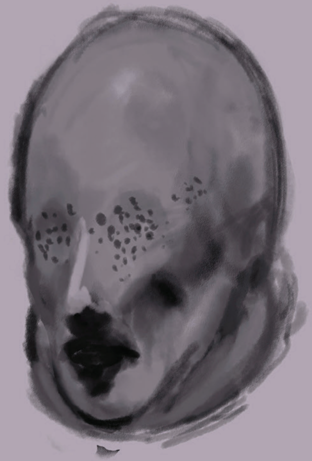
Rosemary James (Age 44) was a scientist for Mayer Pharmaceuticals. Rosemary's shadow, "The Empty" is a radio wave ghost trapped in between frequencies. Her voice haunts Desmond at times and she manifests once in a while to lead Desmond through various obstacles.

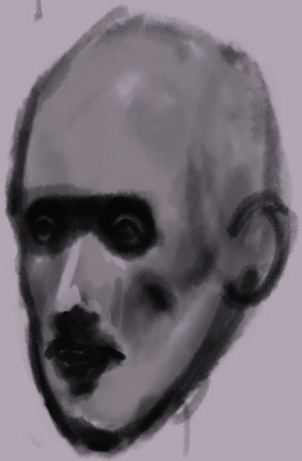
After Mayer is contracted by the government to revive research on the long-forgotten Agent Rainbow, Rosemary is assigned with a small group of other scientists to experiment on the chemical substance and it's "mind altering" effects.

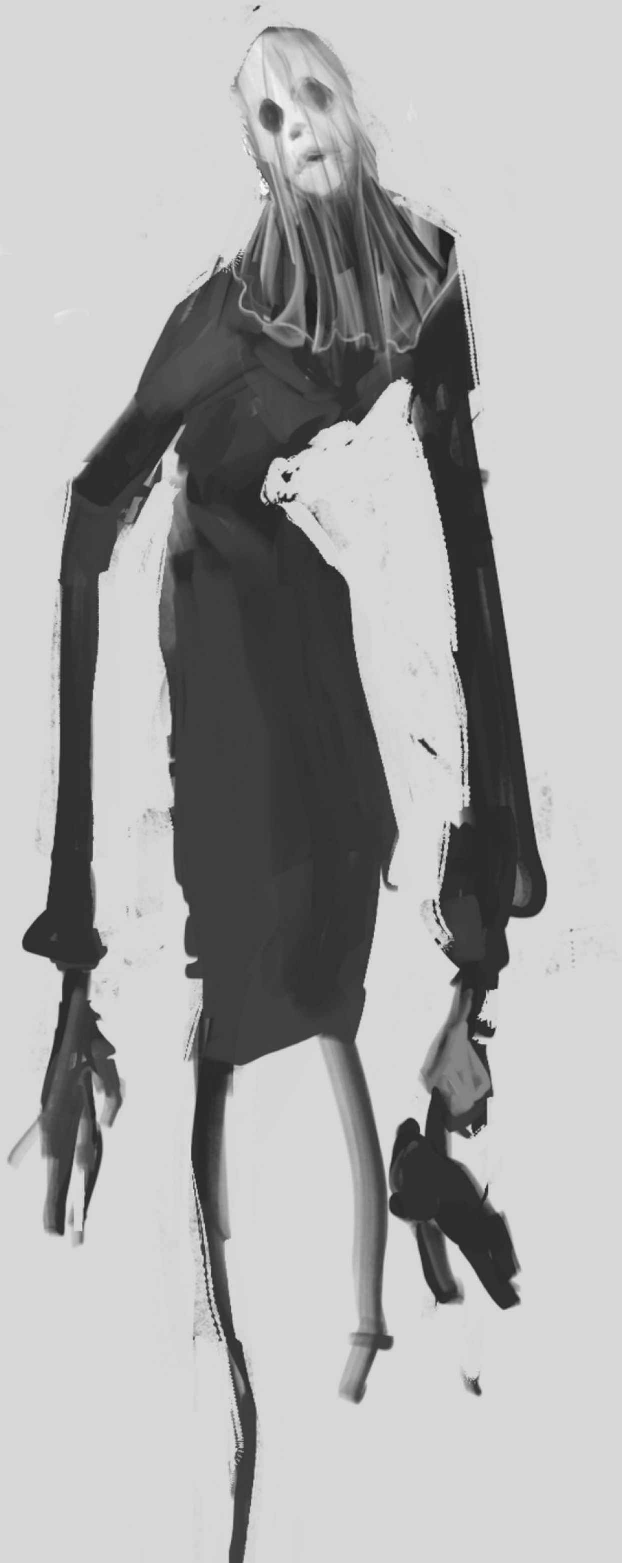
Main Characters - The Empty



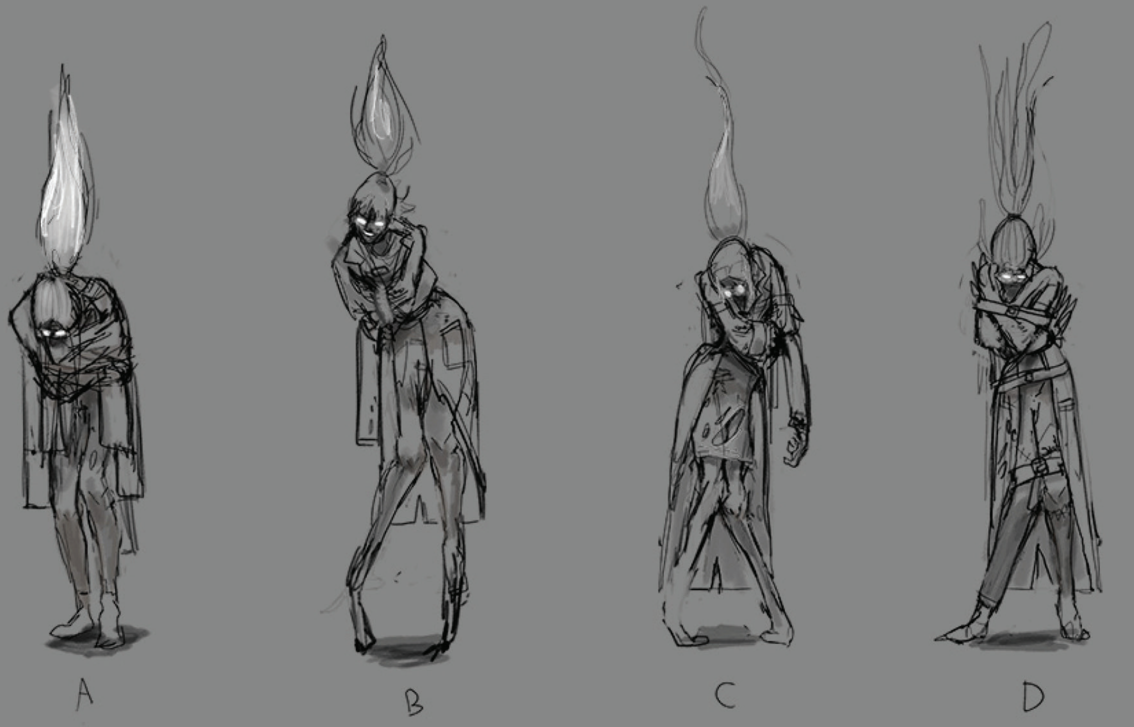


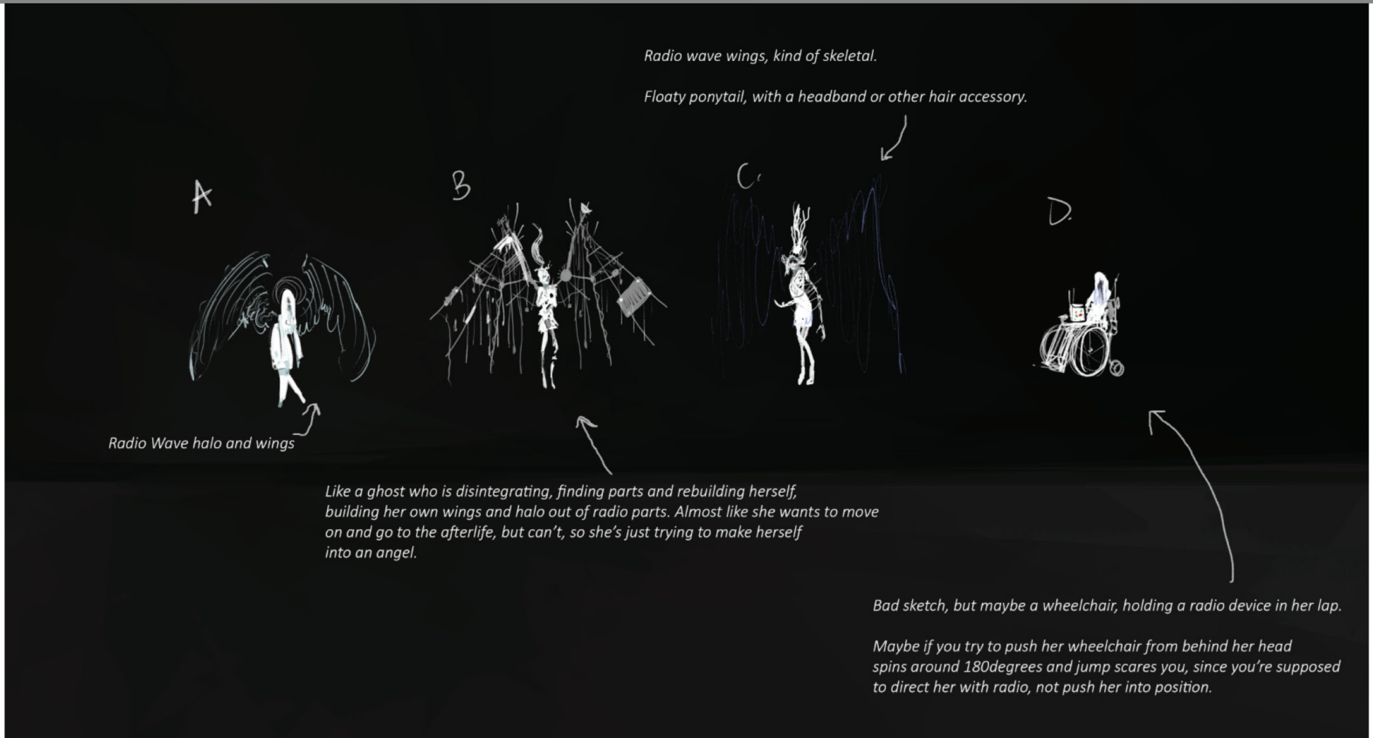






Main Characters - The Empty





Radio wave wings, kind of skeletal.

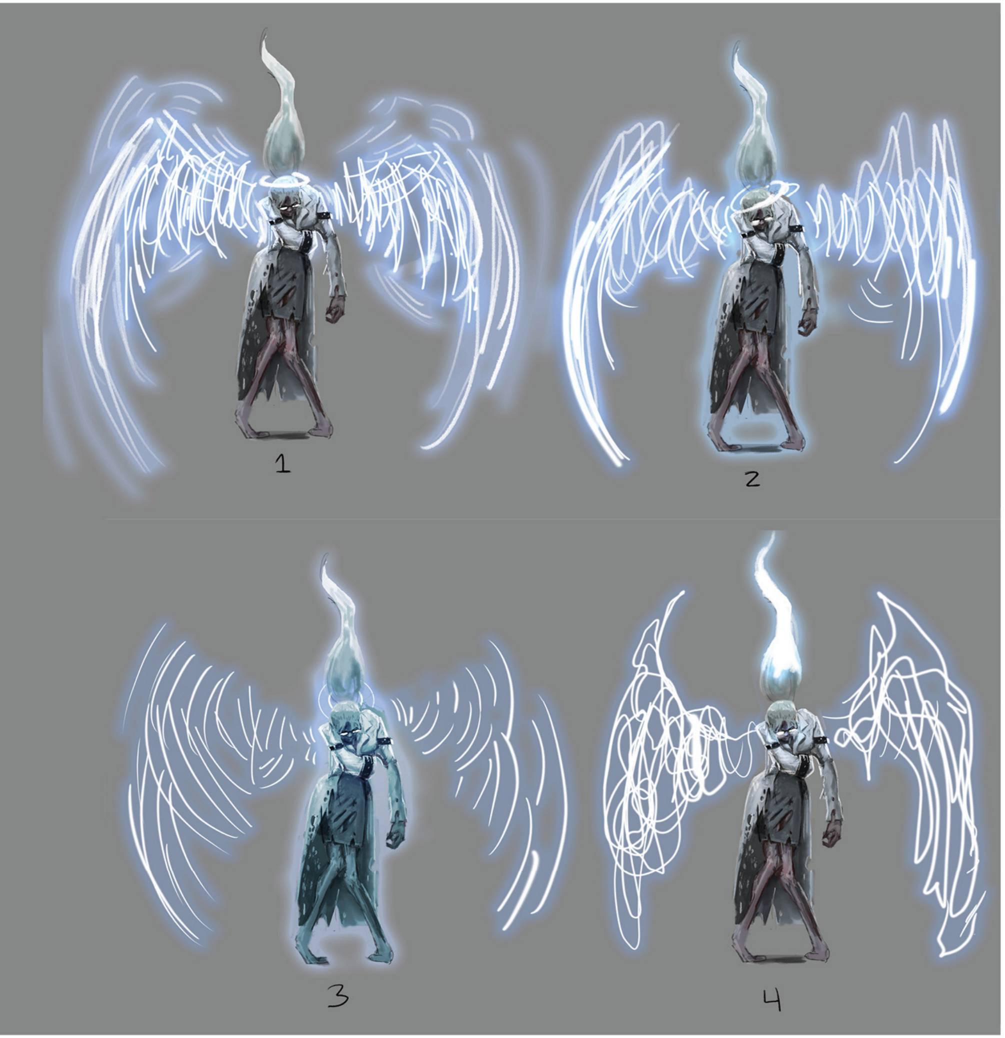
Floaty ponytail, with a headband or other hair accessory.

Radio Wave halo and wings

Like a ghost who is disintegrating, finding parts and rebuilding herself, building her own wings and halo out of radio parts. Almost like she wants to move on and go to the afterlife, but can't, so she's just trying to make herself into an angel.

Bad sketch, but maybe a wheelchair, holding a radio device in her lap.

Maybe if you try to push her wheelchair from behind her head spins around 180degrees and jump scares you, since you're supposed to direct her with radio, not push her into position.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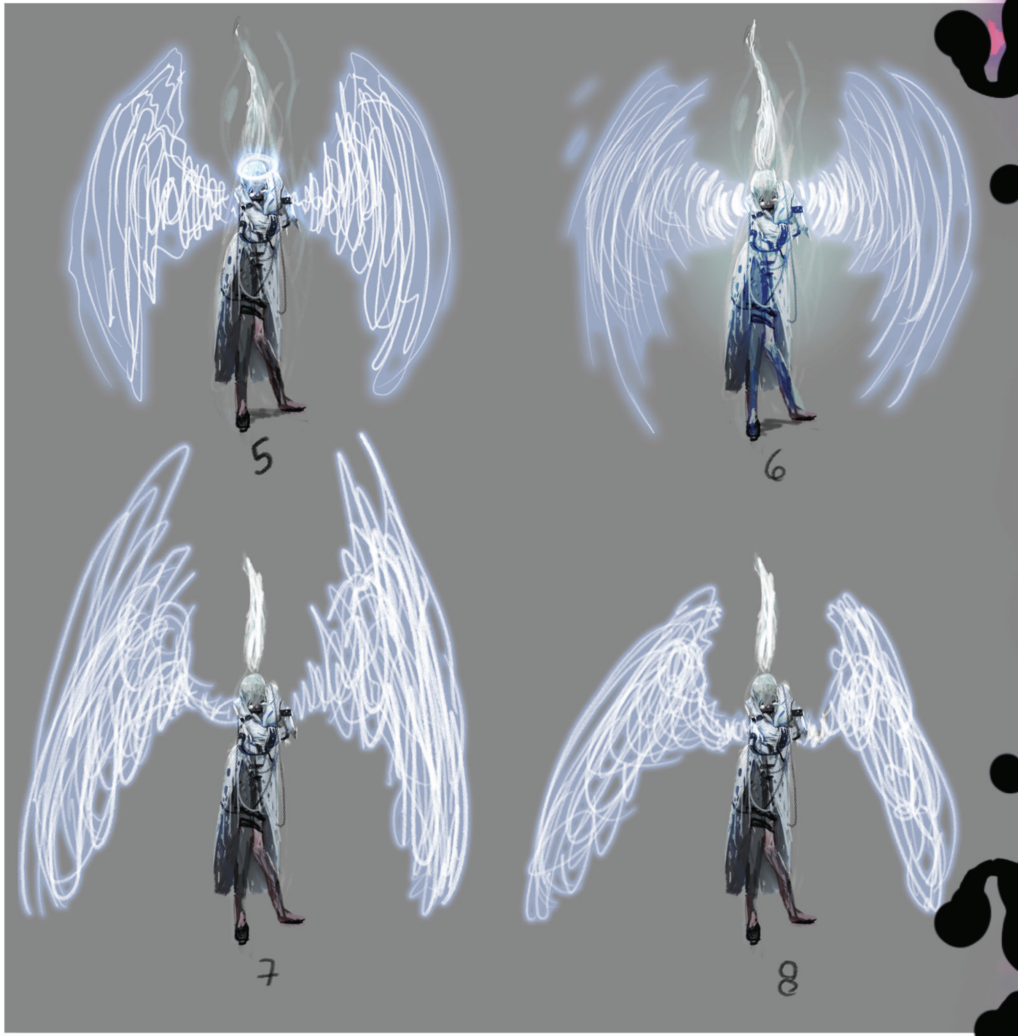
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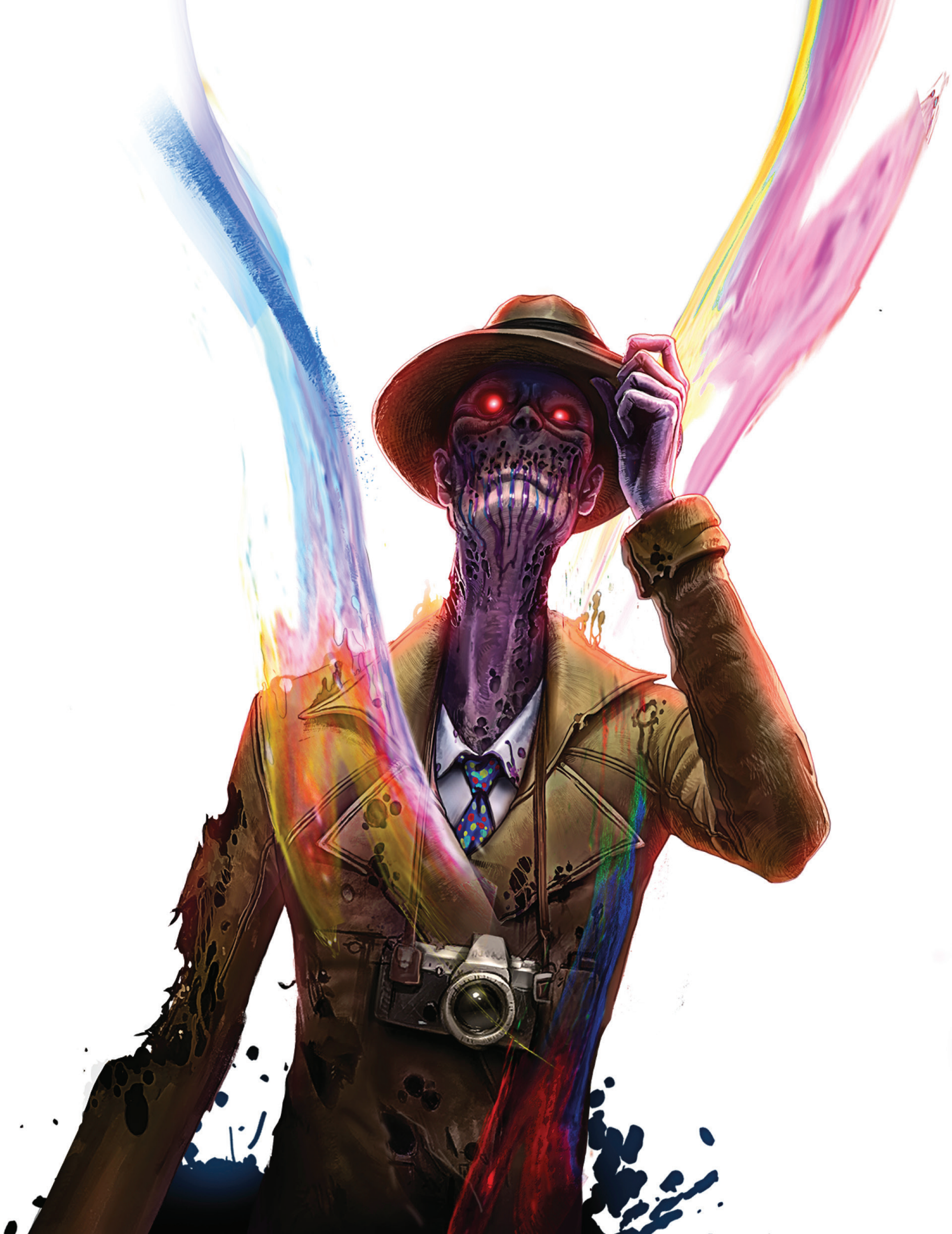
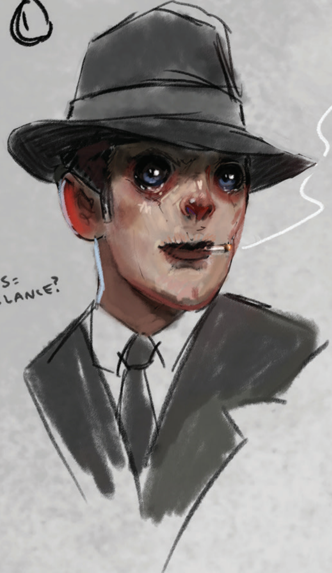


Agent Rainbow

Who is that creepy fellow always lurking? Well, if it isn't Agent Rainbow. He looks like an old timey government agent with a bad smoking habit and even worse case of dying in a barrel of chemicals. Rainbow is the manifestation of Desmond's paranoia and represents the looming dark conspiracy that is out to get us.

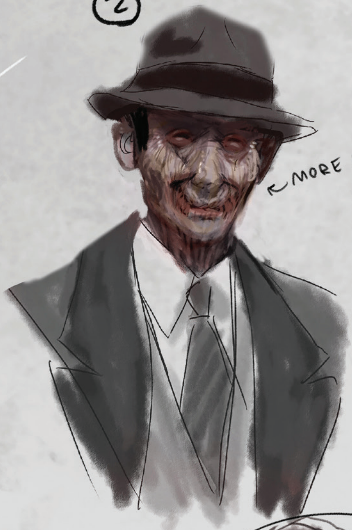
Equal parts quirky and disturbing, Agent Rainbow is always sneaking around, leaving blood-curdling notes and messing with Desmond. His unwieldy habit of helping Desmond one moment and trying to kill him the next may seem counterintuitive at first, but it is actually part of a calculated plan to wear Desmond down both physically and mentally to the point where Rainbow can take over Desmond's psyche forever.

①



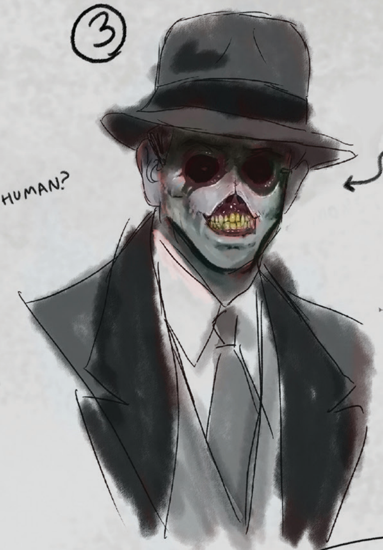
BIG EYES= SURVEILLANCE?

②



← MORE HUMAN?

③



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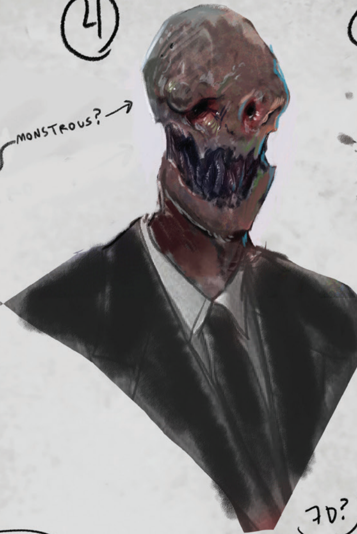
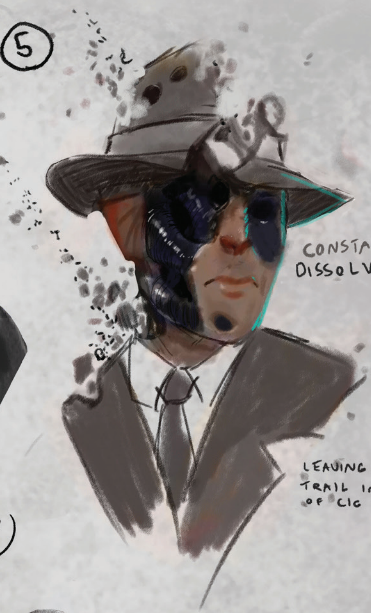


MONSTROUS?

7D?

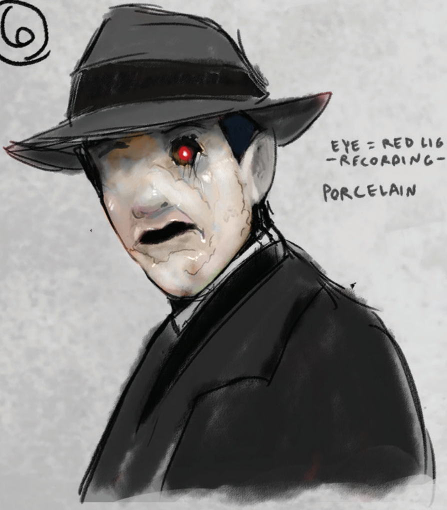
⑤



CONSTANTLY DISSOLVING?

LEAVING ASH TRAIL INSTEAD OF CIG SMOKE.

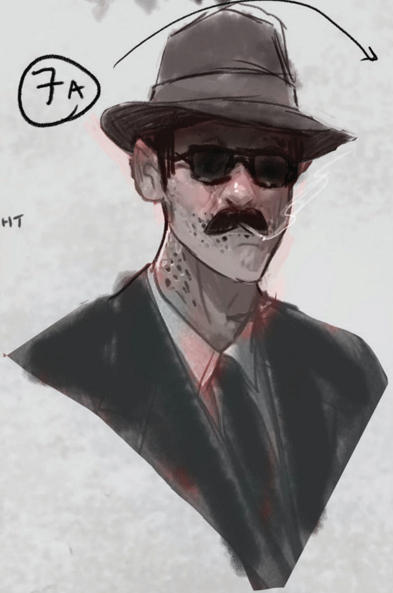
⑥



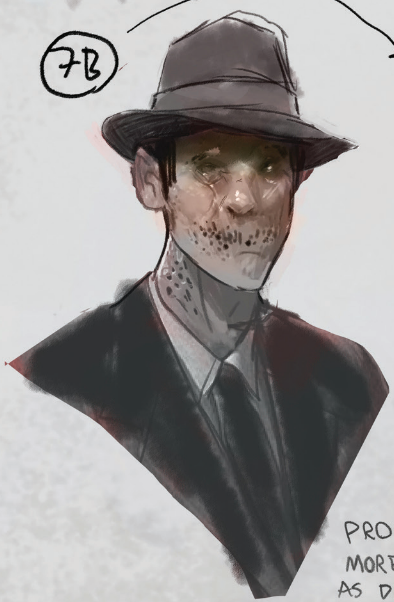
EYE = RED LIGHT
-RECORDING-

PORCELAIN

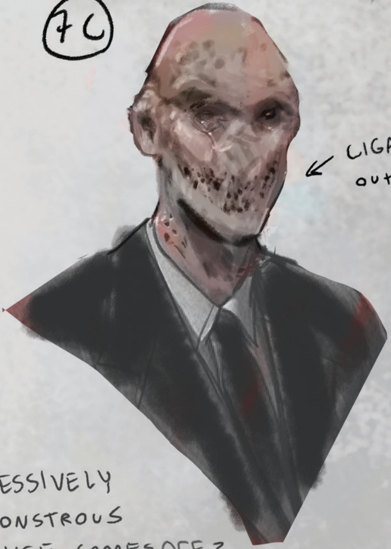
7A



7B

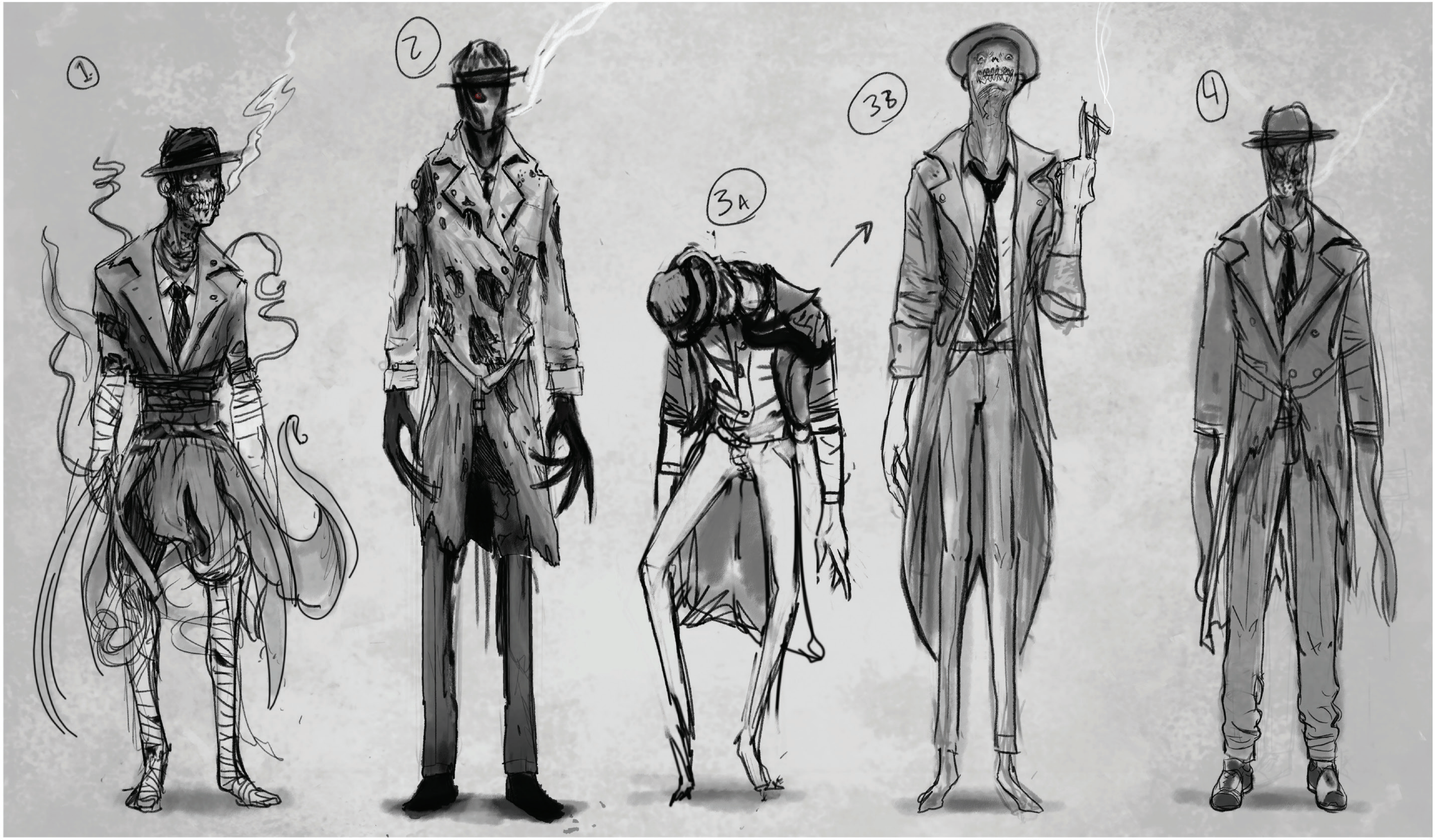


7C



← CIGARETTE SMOKE out of all holes?

PROGRESSIVELY
MORE MONSTROUS
AS DISGUISE COMES OFF?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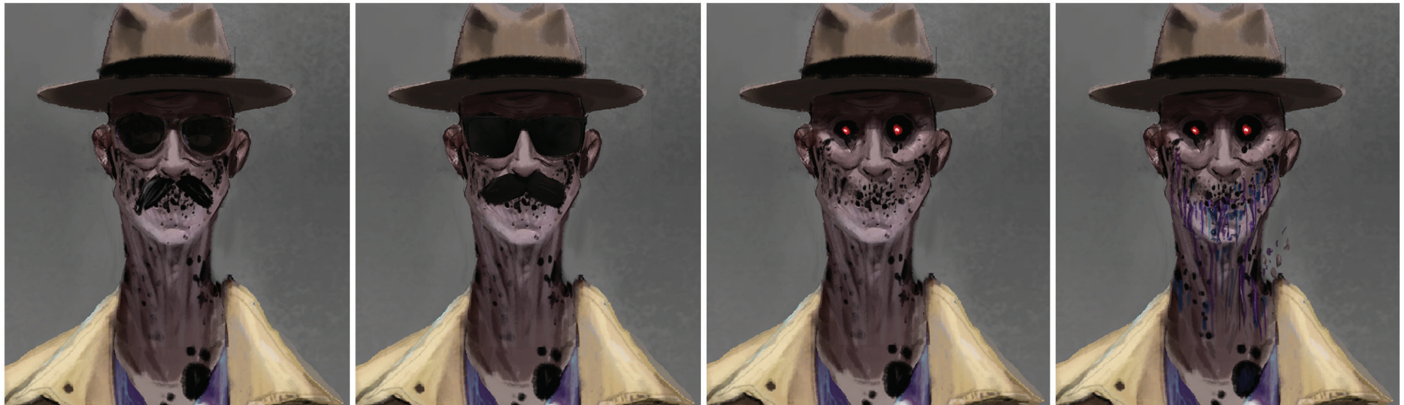

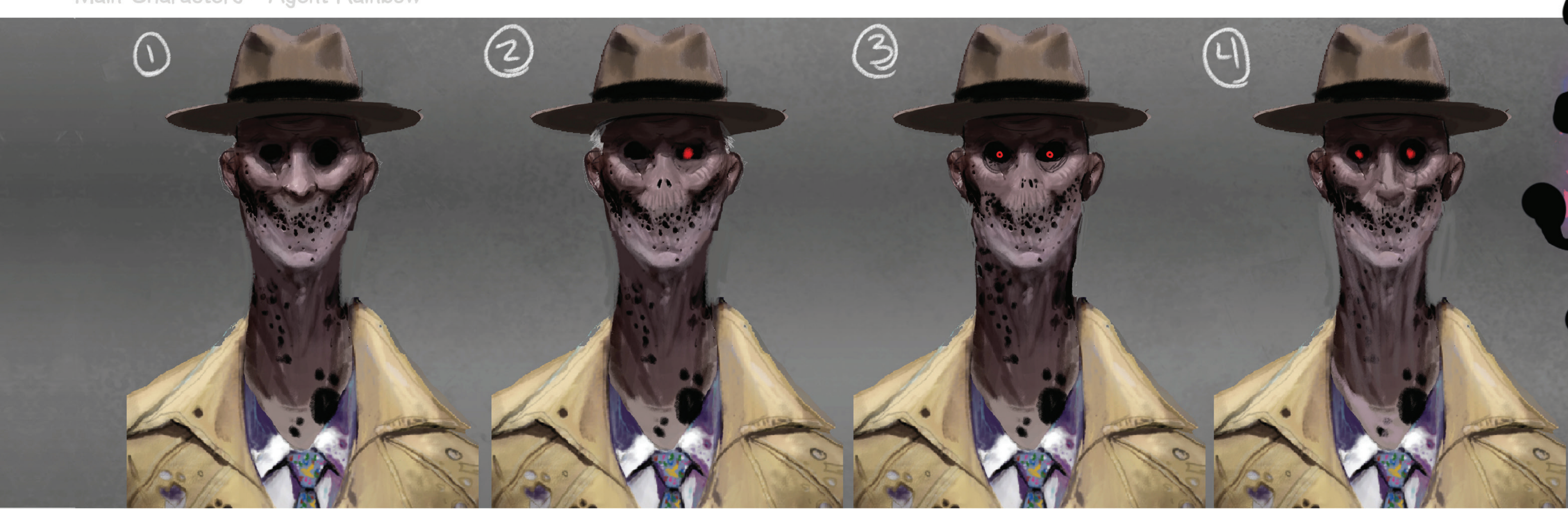
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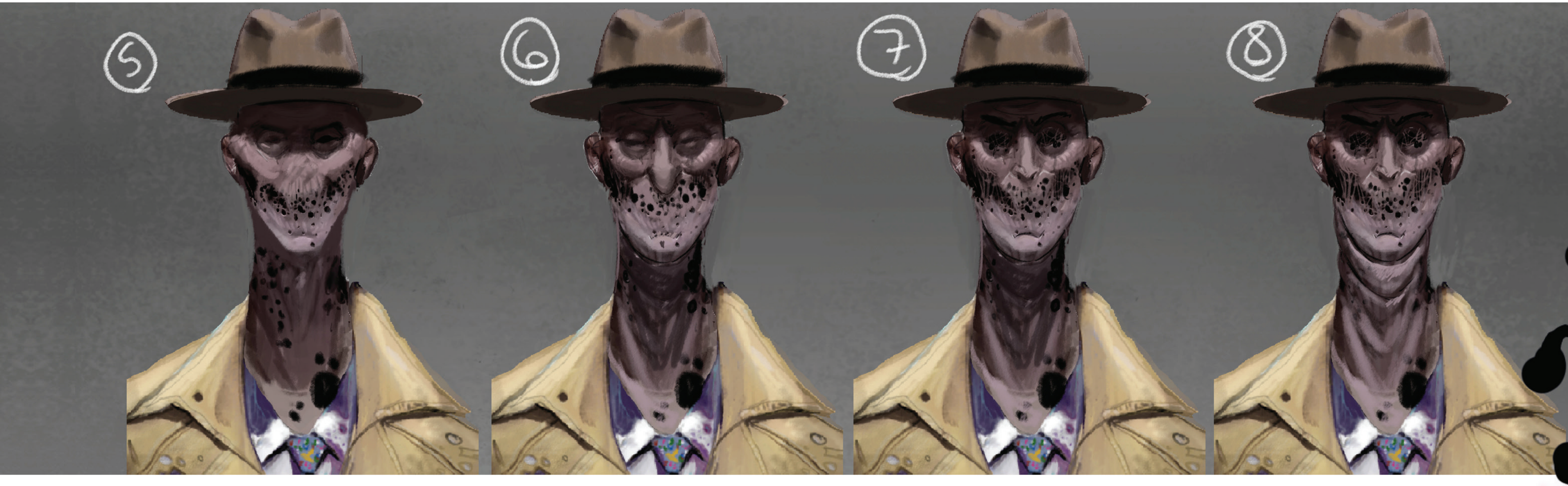
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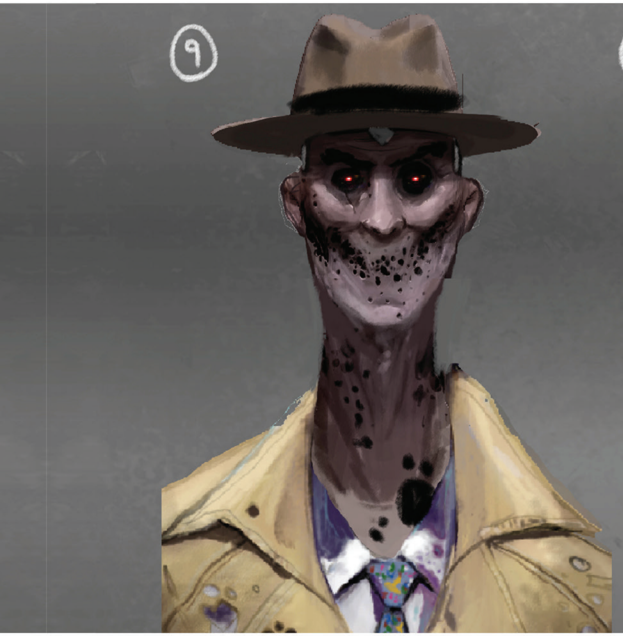
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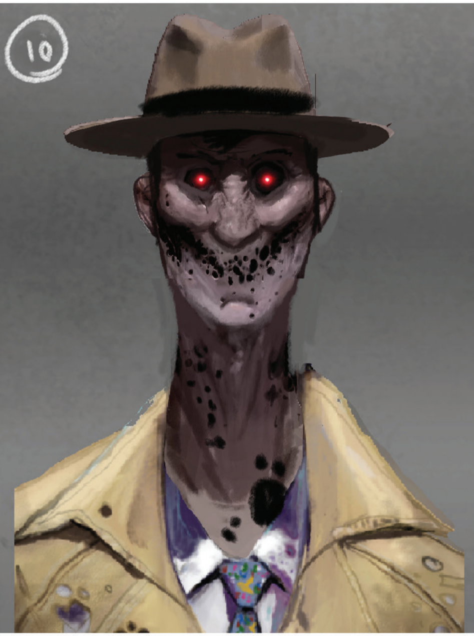
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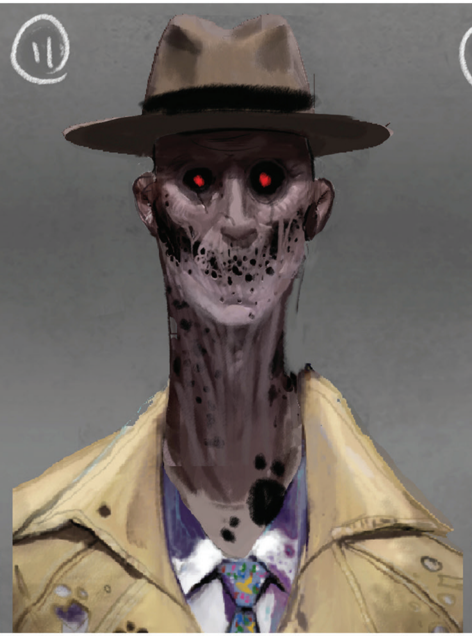
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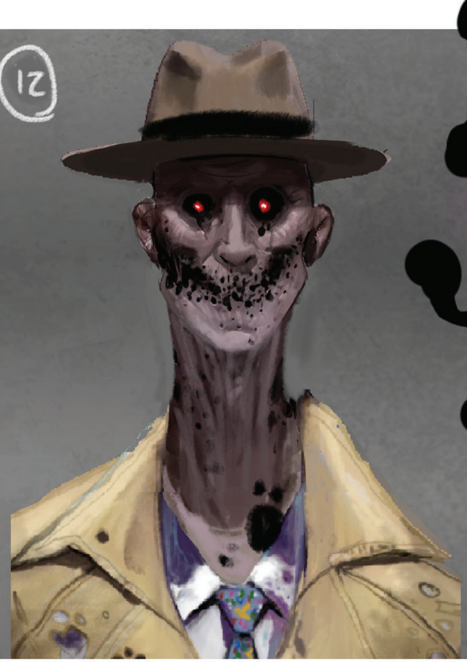
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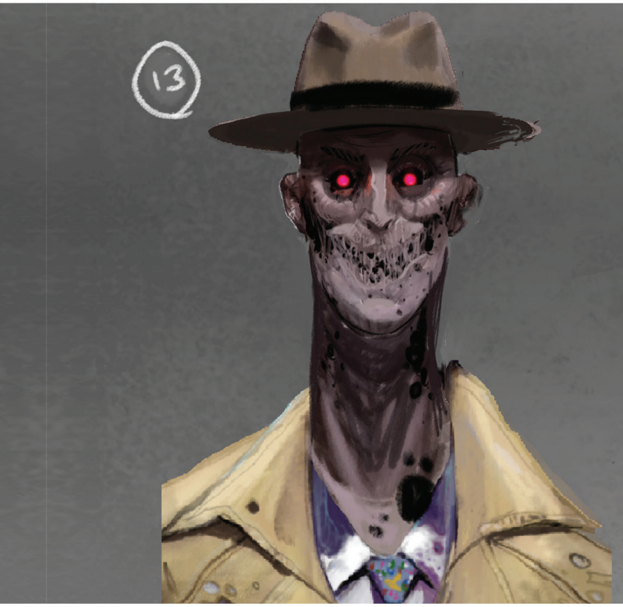
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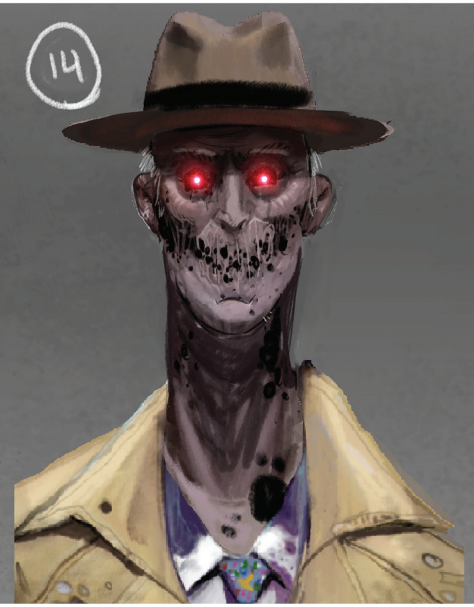
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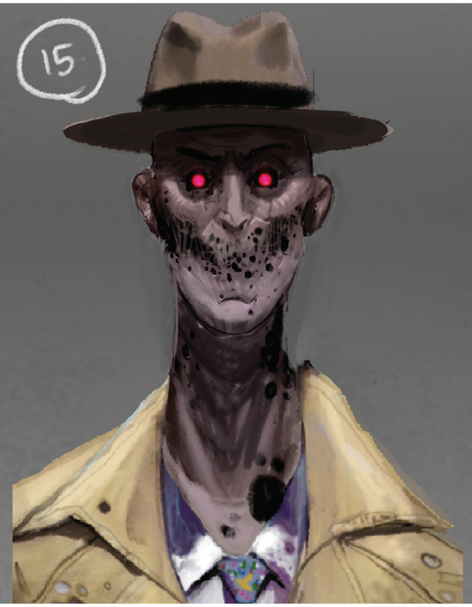
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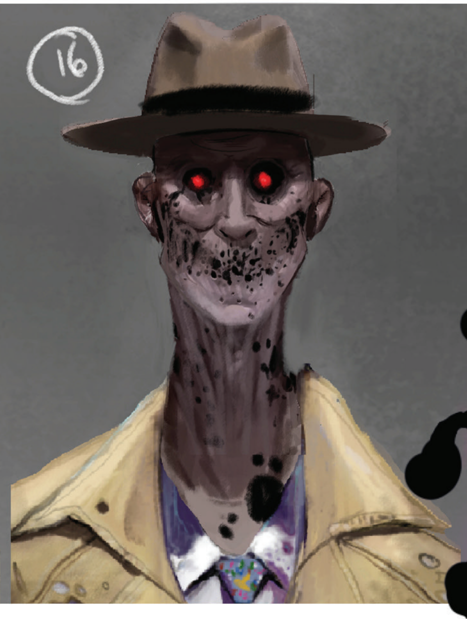
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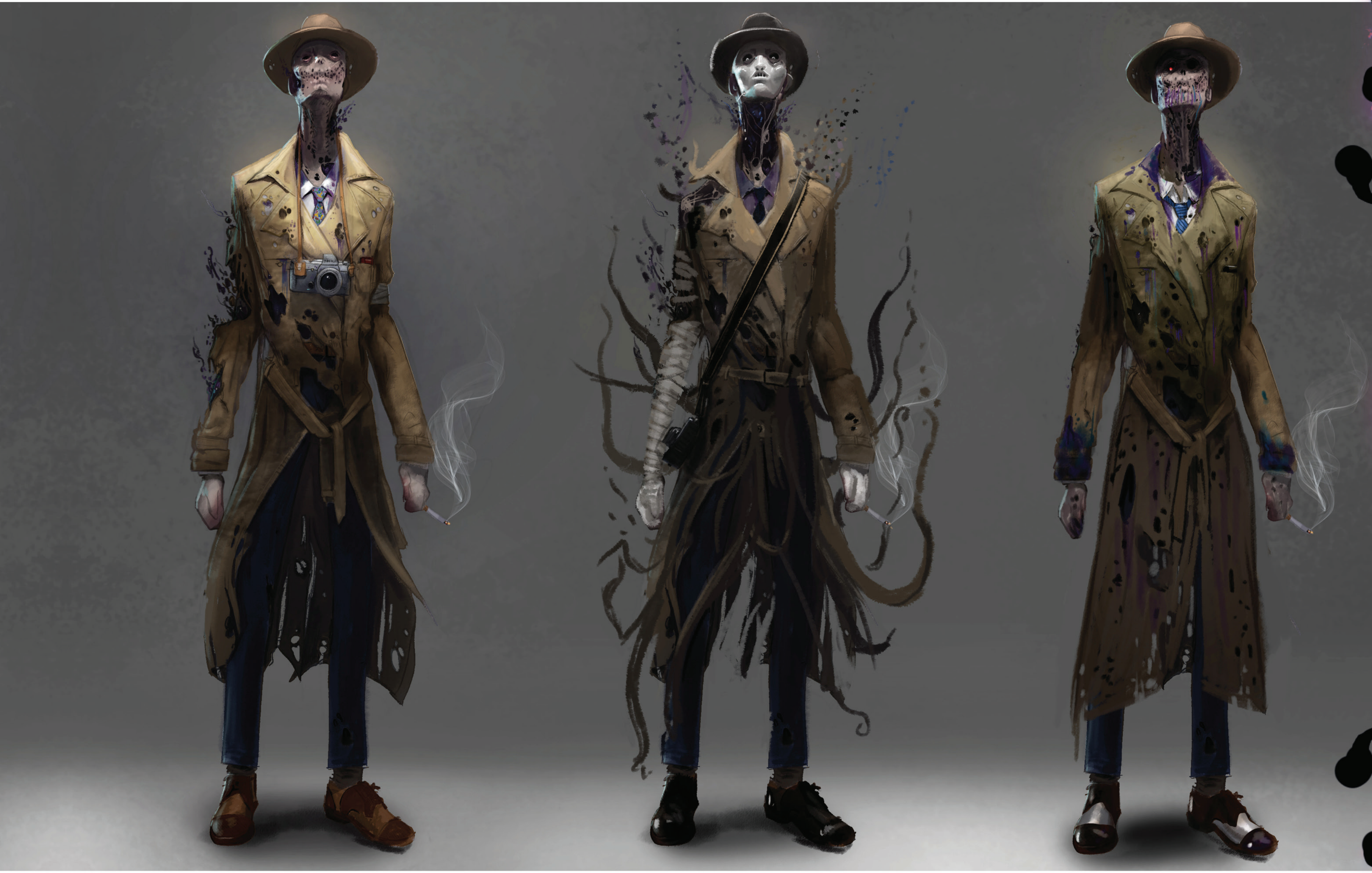
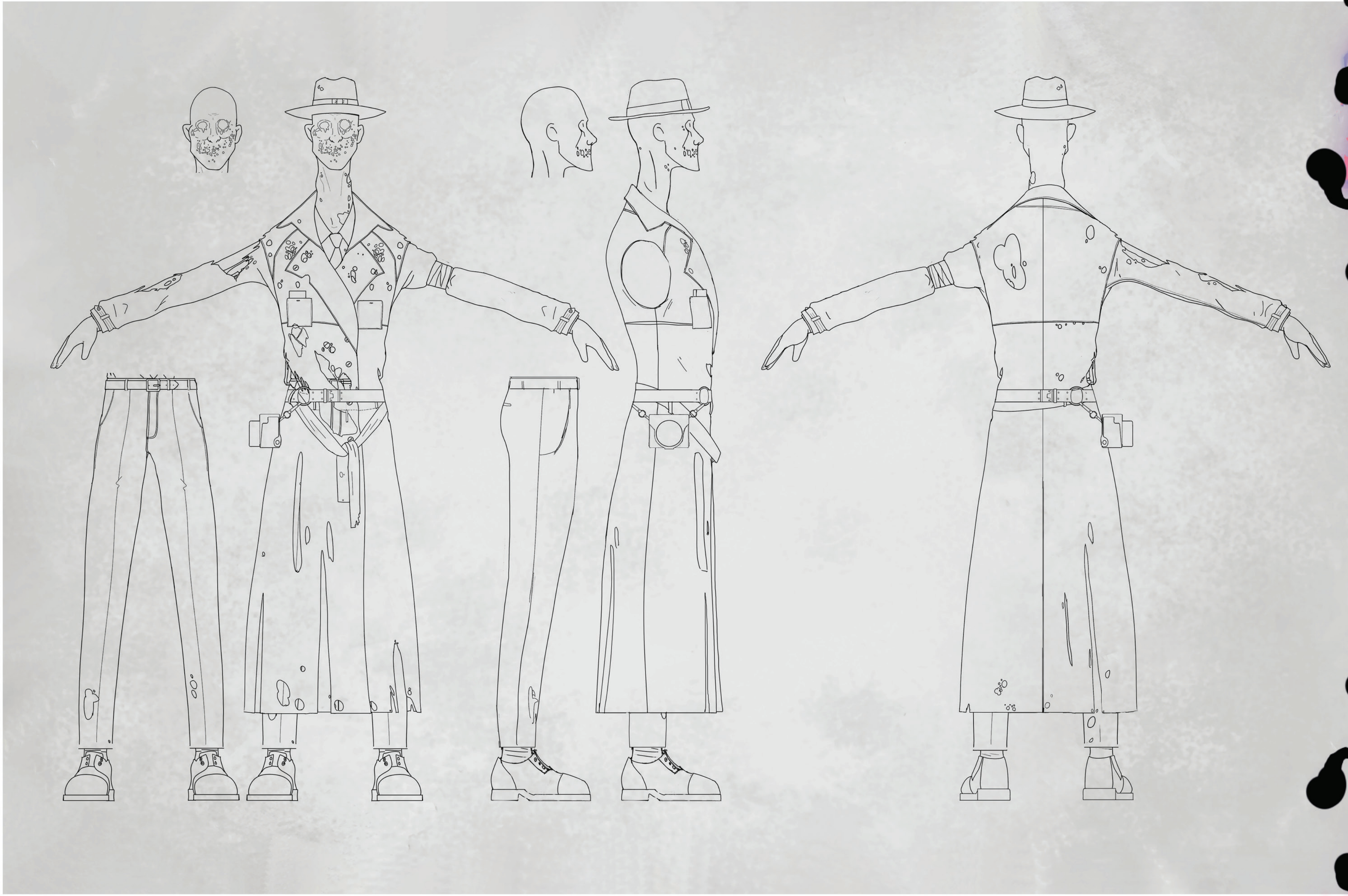
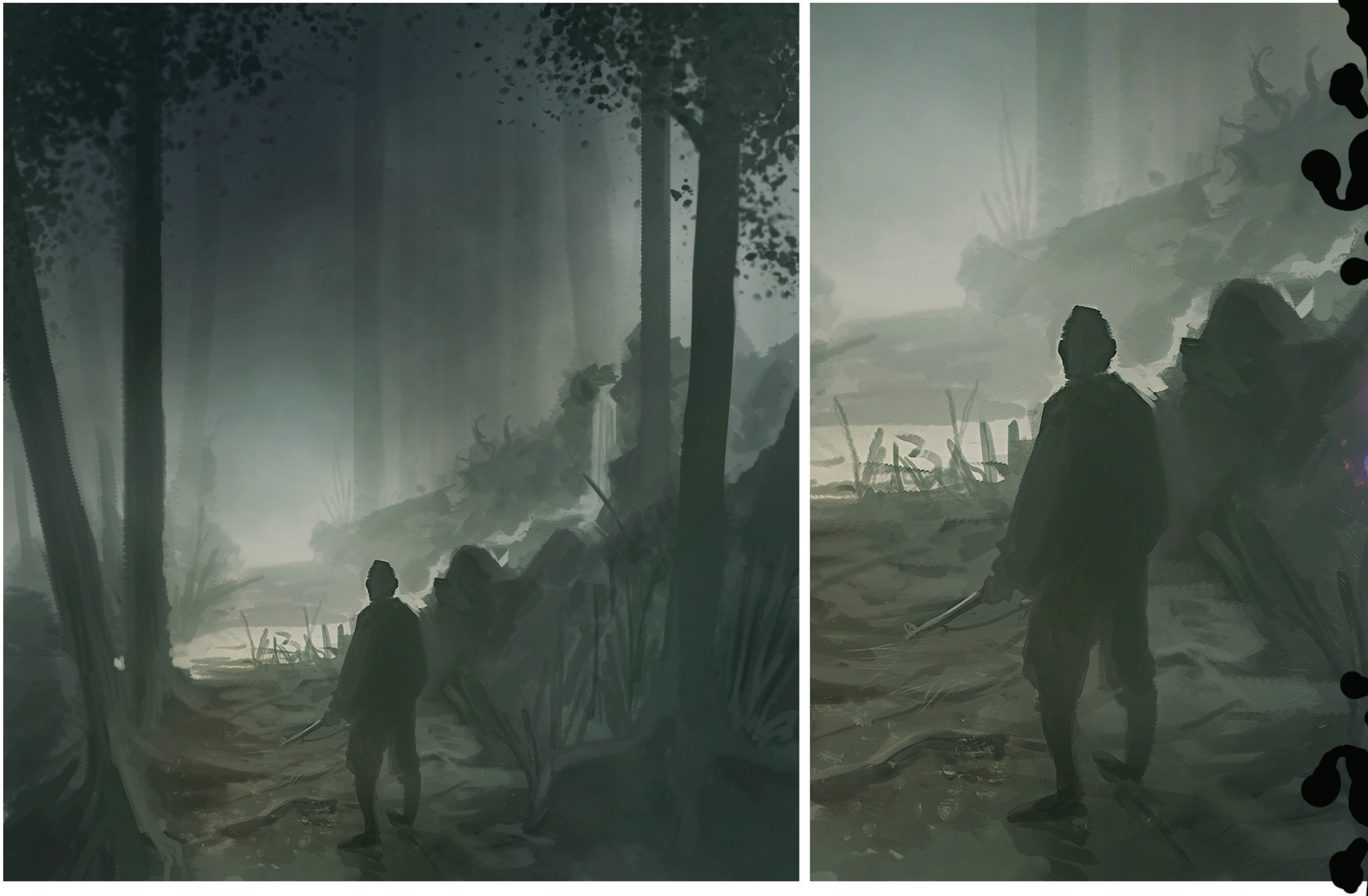
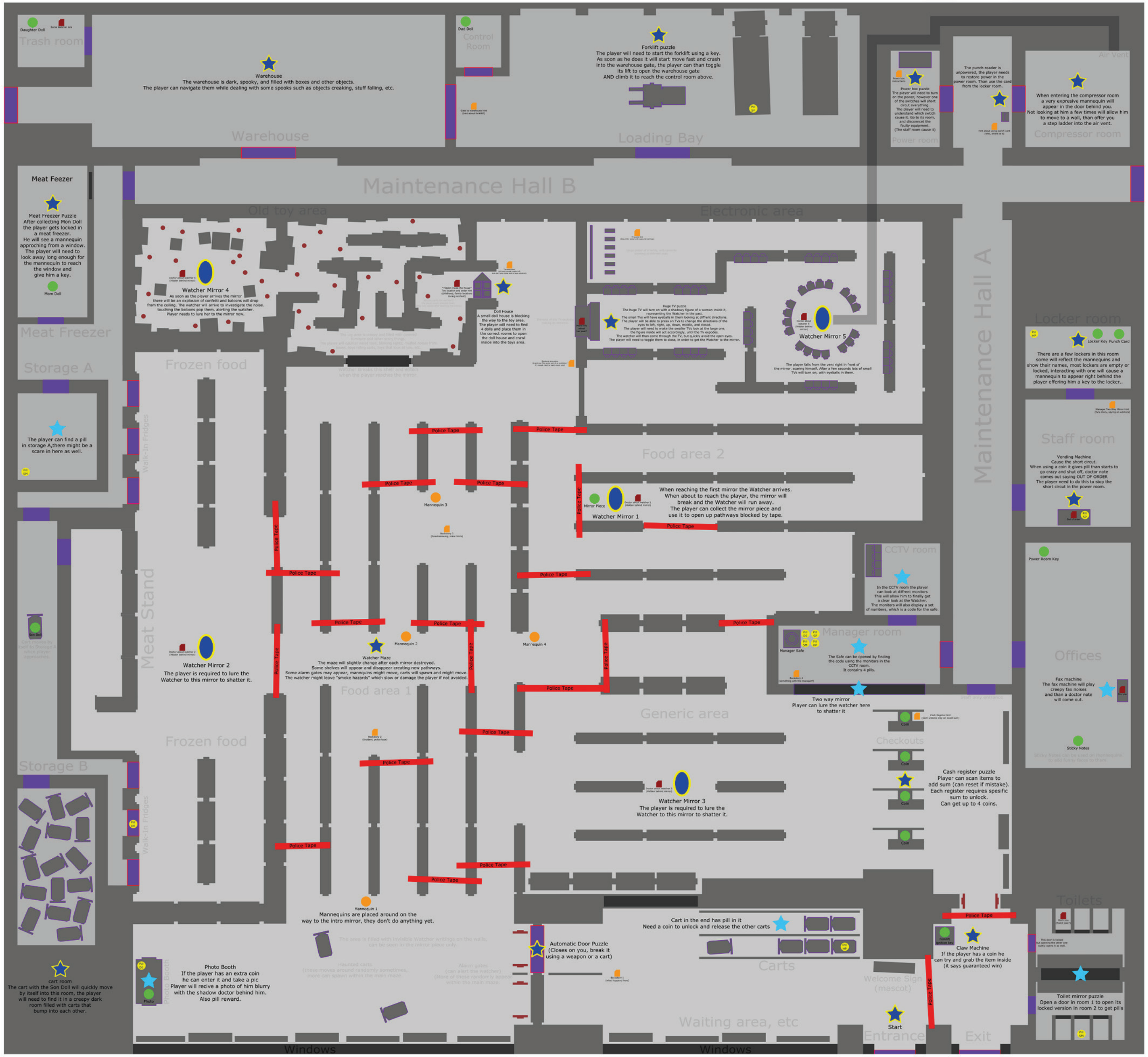
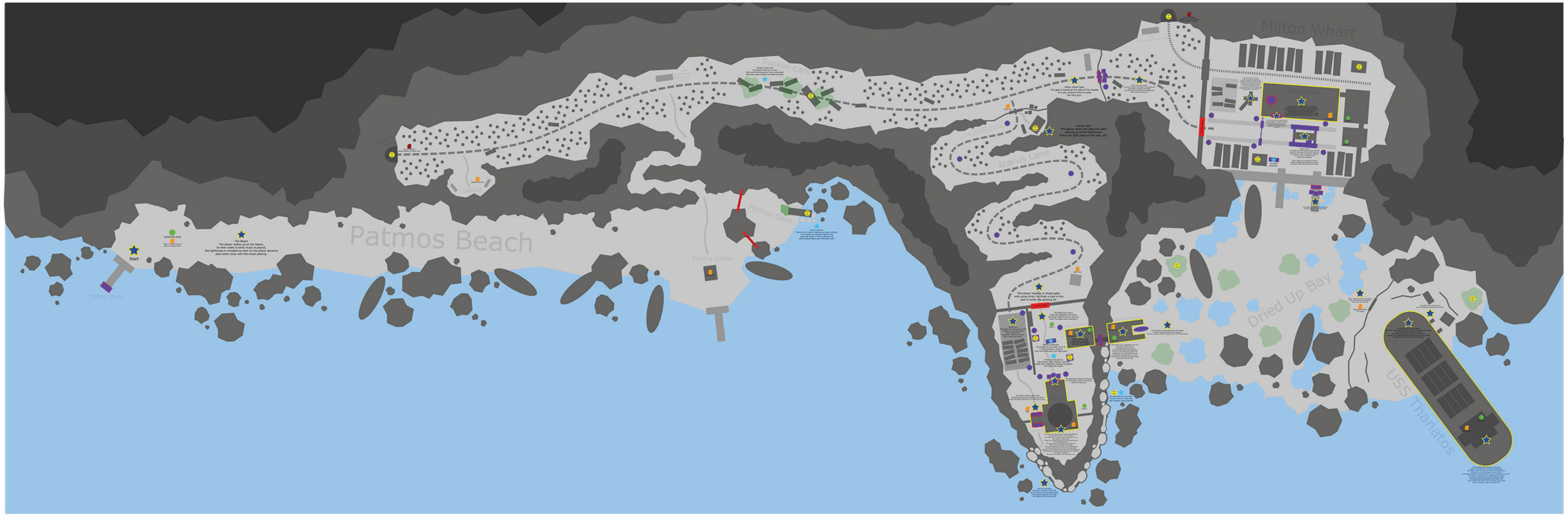


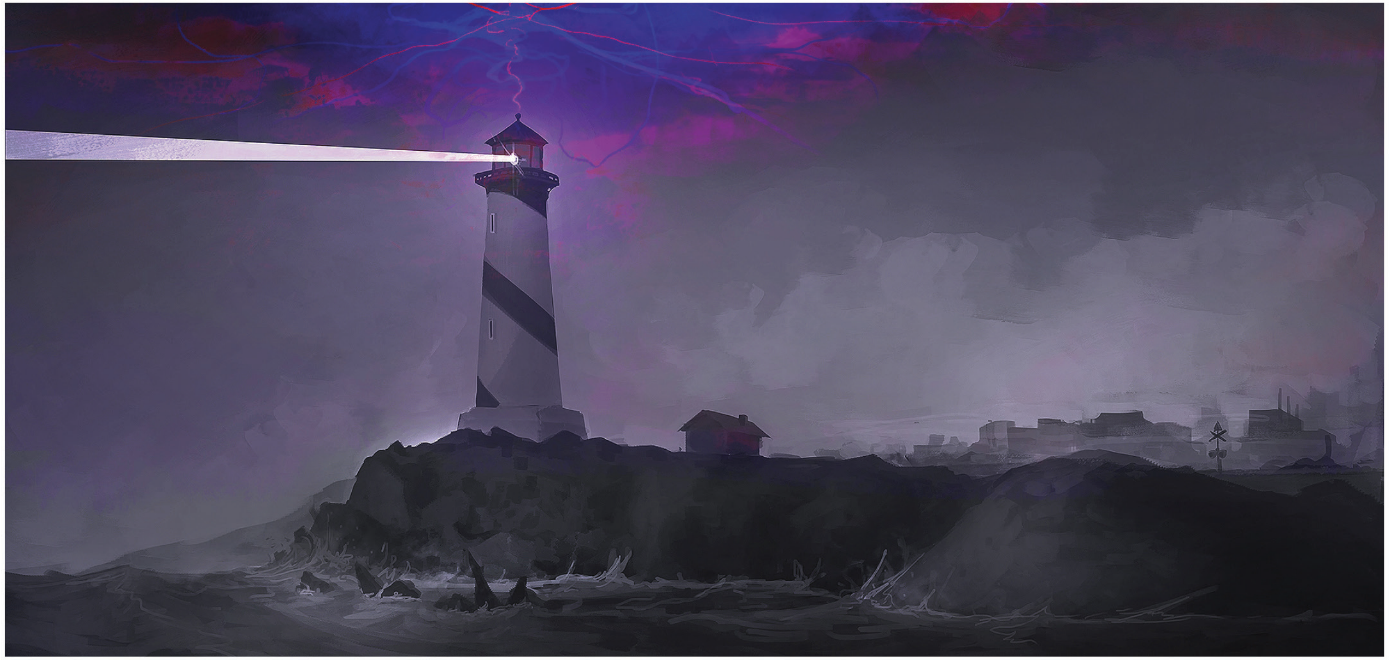


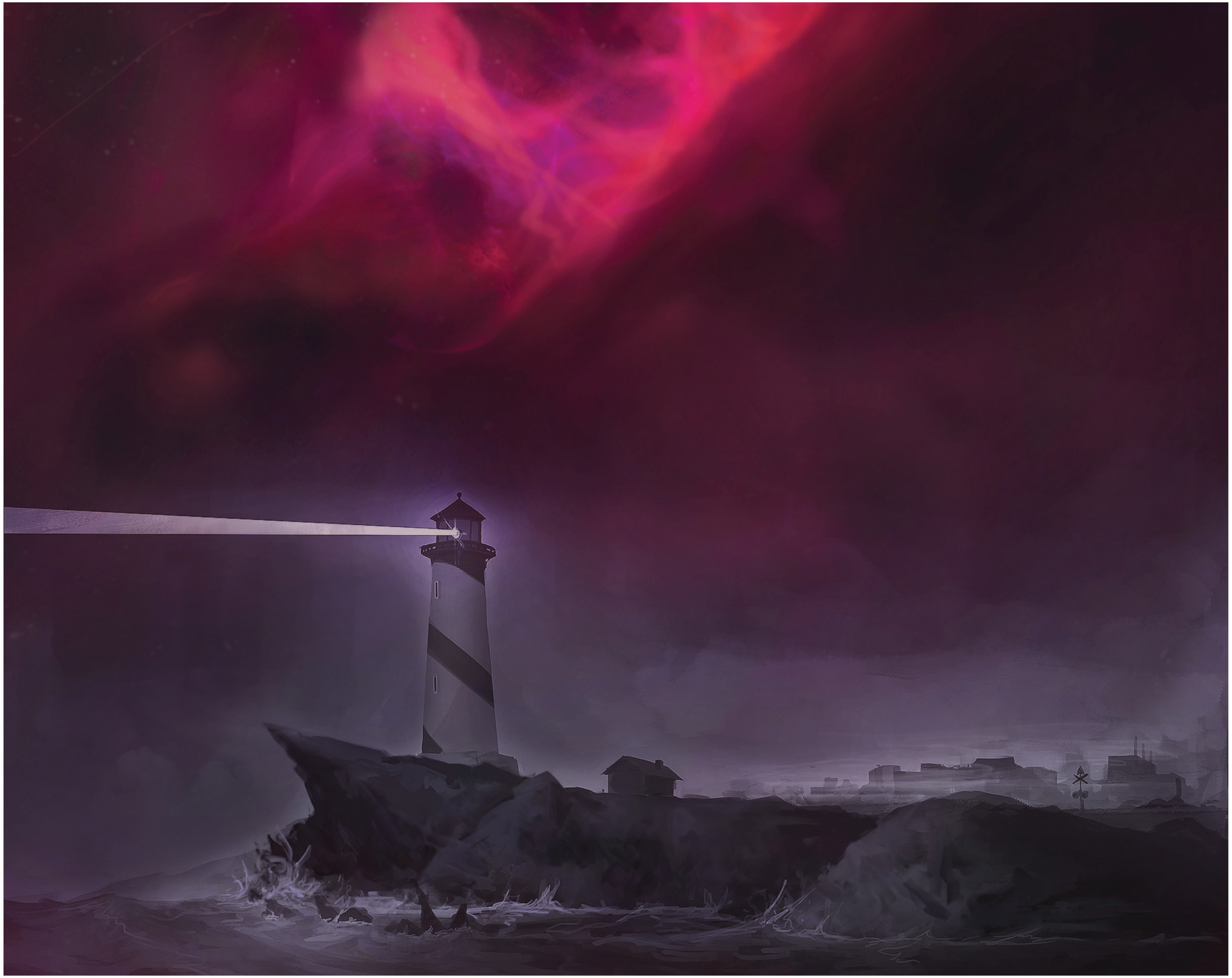
ENVIRONMENTS

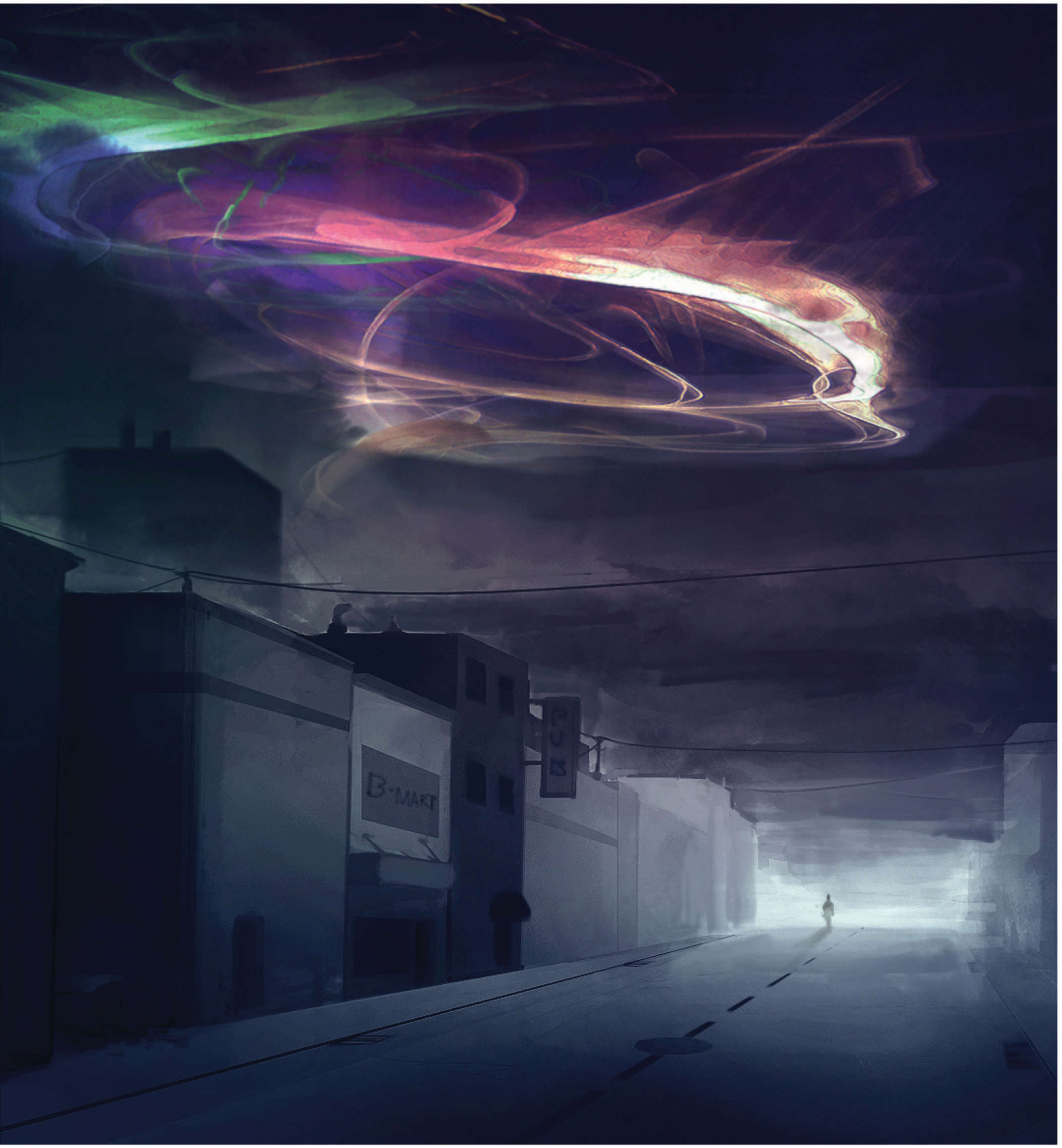


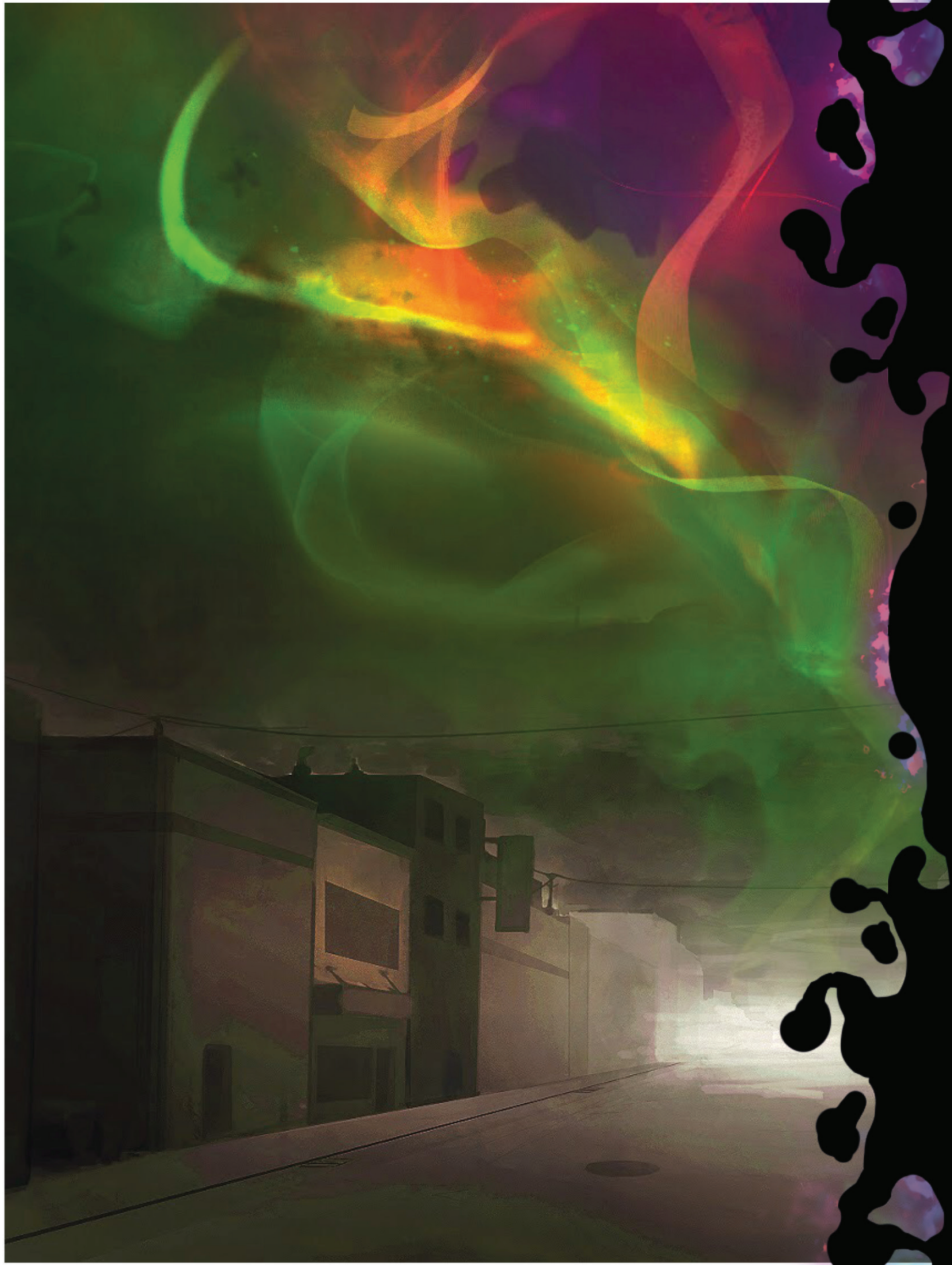

Daughter Doll
Trash room
Warehouse
The warehouse is dark, spooky, and filled with boxes and other objects.
The player can navigate them while dealing with some spooks such as objects creaking, stuff falling, etc.
Warehouse
Dad Doll
Control Room
Forklift puzzle
The player will need to start the forklift using a key.
As soon as he does it will start move fast and crash
into the warehouse gate, the player can than toggle
its lift to open the warehouse gate
AND climb it to reach the control room above.
Loading Bay
Power box puzzle
The player will need to turn on the power, however one of the switches will short circuit everything.
The player will need to understand which swtich cause it. Go to its room, and disconncet the faulty equipment.
(The staff room cause it)
Power room
The punch reader is unpowered, the player needs to restore power in the power room. Than use the card from the locker room.
Air Vent
When entering the compressor room
a very expresive mannequin will
appear in the door behind you.
Not looking at him a few times will allow him
to move to a wall, than offer you
a step ladder into the air vent.
Compressor room
Maintenance Hall B
Meat Feezer
Meat Freezer Puzzle
After collecting Mon Doll
the player gets locked in
a meat freezer.
He will see a mannequin
approching from a window.
The player will need to
look away long enough for
the mannequin to reach
the window and
give him a key.
Mom Doll
Meat Freezer
Storage A
The player can find a pill
in storage A,there might be a
scare in here as well.
Pill SM
Old toy area
Watcher Mirror 4
As soon as the player arrives the mirror
there will be an explosion of confetti and baloons will drop
from the ceiling. The watcher will arrive to investigate the noise.
touching the baloons pop them, alerting the watcher.
Player needs to lure her to the mirror now.
Doll House
A small doll house is blocking
the way to the toy area.
The player will need to find
4 dolls and place them in
the correct rooms to open
the doll house and crawl
inside into the toys area.
Electronic area
Huge TV puzzle
The huge TV will turn on with a shadowy figure of a woman inside it,
representing the Watcher in the past.
The small TVs will have eyeballs in them looking at diffrent directions.
The player will be able to press on TVs to change the directions of the
eyes to left, right, up, down, middle, and closed.
The player will need to make the smaller TVs look at the large one,
the figure inside will act accordingly, until the TV expodes.
The watcher will than come through the TV, but quickly avoid the open eyes.
The player will need to toggle them to close, in order to get the Watcher to the mirror.
Watcher Mirror 5
The player falls from the vent right in front of
the mirror, scaring himself. After a few seconds lots of small
TVs will turn on, with eyeballs in them.
Maintenance Hall A
Locker room
Pill SP
Locker Key
Punch Card
There are a few lockers in this room
some will reflect the mannequins and
show their names, most lockers are empty or
locked, interacting with one will cause a
mannequin to appear right behind the
player offering him a key to the locker..
Staff room
Vending Machine
Cause the short circut.
When using a coin it gives pill than starts to
go crazy and shut off, doctor note
comes out saying OUT OF ORDER
The player need to do this to stop the
short circut in the power room.
Pill SP
Frozen food
Walk-In Fridges
Police Tape
Food area 2
Mirror Piece
Watcher Mirror 1
When reaching the first mirror the Watcher arrives.
When about to reach the player, the mirror will
break and the Watcher will run away.
The player can collect the mirror piece and
use it to open up pathways blocked by tape.
Mannequin 3
Meat Stand
Son Doll
Watcher Mirror 2
The player is required to lure the
Watcher to this mirror to shatter it.
Mannequin 2
Watcher Maze
The maze will slightly change after each mirror destroyed.
Some shelves will appear and disappear creating new pathways.
Some alarm gates may appear, mannquins might move, carts will spawn and might move.
The watcher might leave "smoke hazards" which slow or damage the player if not avoided.
Food area 1
Mannequin 4
CCTV room
In the CCTV room the player
can look at diffrent monitors
This will allow him to finally get
a clear look at the Watcher.
The monitors will also display a set
of numbers, which is a code for the safe.
Manager room
Pill DE
Pill SP
Pill SM
Pill HP
Manager Safe
The Safe can be opened by finding
the code using the monitors in the
CCTV room.
It contains 4 pills.
Two way mirror
Player can lure the watcher here
to shatter it
Power Room Key
Offices
Fax machine
The fax machine will play
creepy fax noises
and than a doctor note
will come out.
Sticky Notes
Generic area
Checkouts
Coin
Coin
Coin
Coin
Cash register puzzle
Player can scan items to
add sum (can reset if mistake).
Each register requires spesific
sum to unlock.
Can get up to 4 coins.
Storage B
Pill DE
Frozen food
Watcher Mirror 3
The player is required to lure the
Watcher to this mirror to shatter it.
Mannequin 1
Mannequins are placed around on the
way to the intro mirror, they don't do anything yet.
cart room
The cart with the Son Doll will quickly move
by itself into this room, the player
will need to find it in a creepy dark
room filled with carts that
bump into each other.
Pill DE
Photo
Photo Booth
Photo Booth
If the player has an extra coin
he can enter it and take a pic
Player will recive a photo of him blurry
with the shadow doctor behind him.
Also pill reward.
Automatic Door Puzzle
(Closes on you, break it
using a weapon or a cart)
Cart in the end has pill in it
Need a coin to unlock and release the other carts
Pill HP
Carts
Welcome Sign
(mascot)
Waiting area, etc
Start
Entrance
Exit
Windows
Windows
Forklift ignition key
Claw Machine
If the player has a coin he
can try and grab the item inside
(it says guaranteed win)
Toilets
Toilet mirror puzzle
Open a door in room 1 to open its
locked version in room 2 to get pills
Pill SM


Start
Office Door
Lighthouse Bulb
The Beach
The player wakes up on the beach,
he then walks it while music is played,
the lighthouse is revealed as soon as the player advance
past some rocks with the music playing.
Patmos Beach
Lookout
Sunken Cars
Fishing Cabin
Patmos Cove
Milton Wharf Gate
The gate is locked at the start of the chapter
It's only unlocks when lit using
the flare gun.
Icarus Lane
The player opens the gate and start
walking up to the lighthouse.
There are light poles on the way, etc.
Icarus Lane
Milton Wharf
Warehouse
The player reaches a closed gate,
with some hints, he finds a hole in the
wall to enter the parking lot.
Locked Gate
Dried Up Bay
USS Thanatos

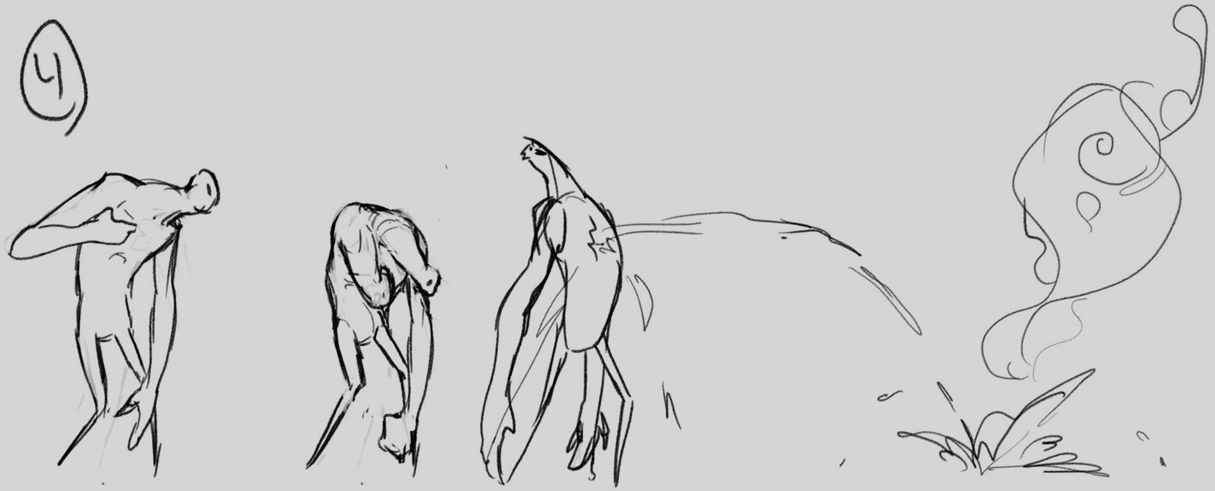


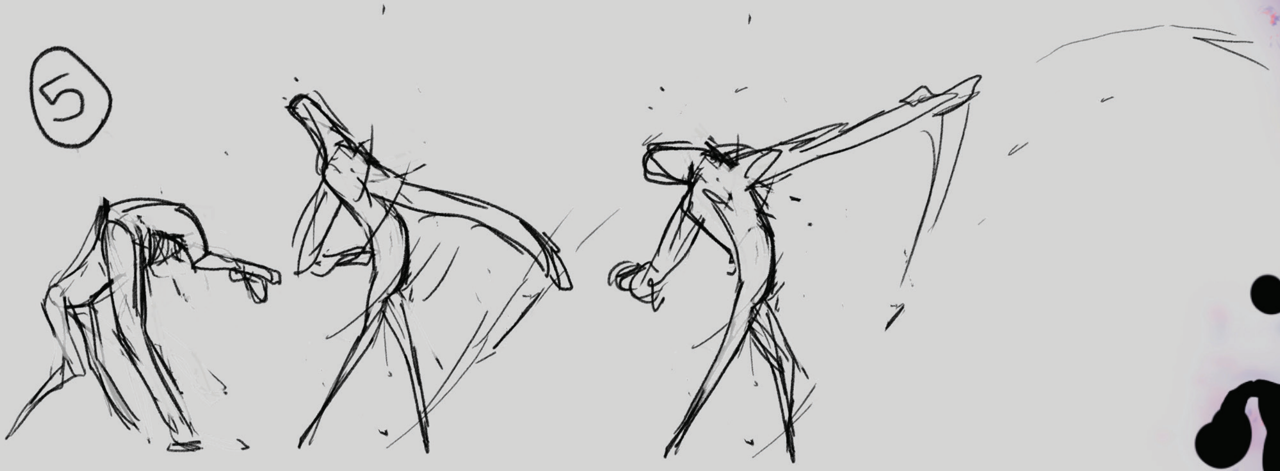



B-MART
PUB



ENEMIES



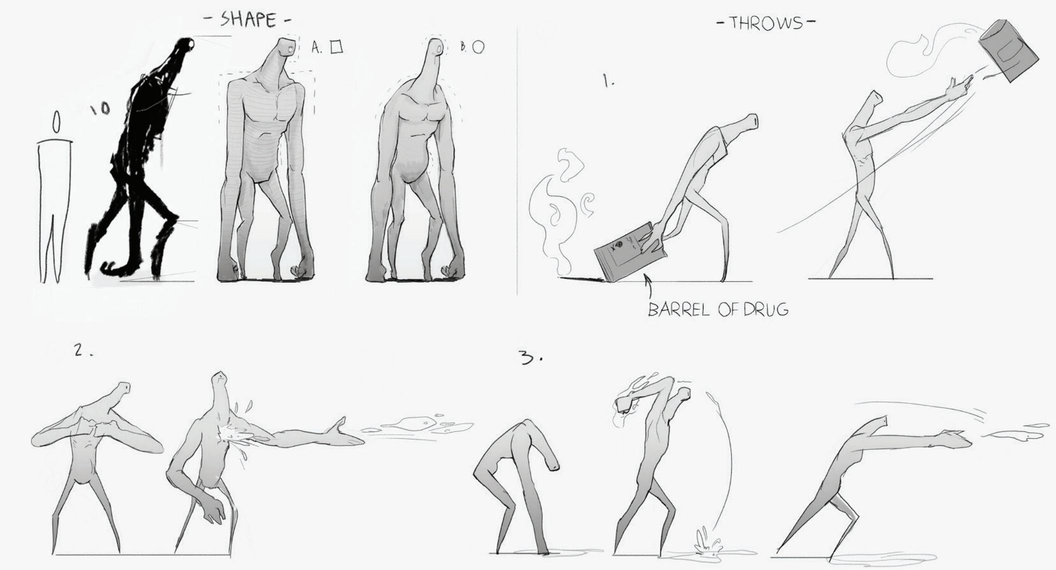


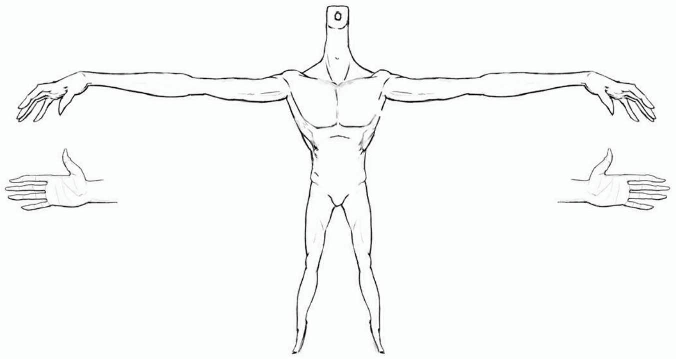
Inkblots

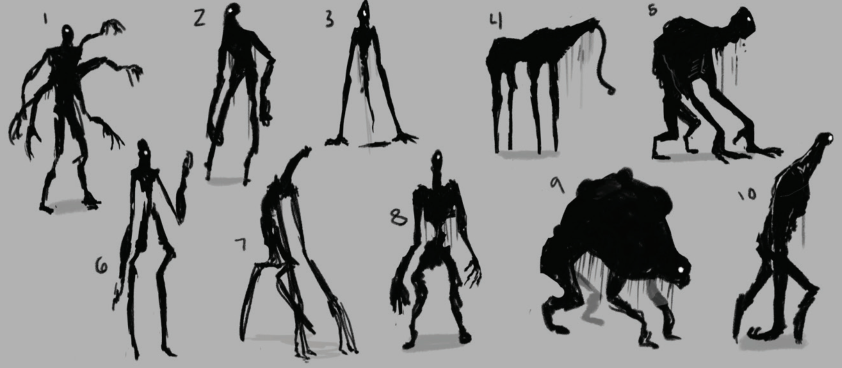
The Inkblot was an almost immediate decision when a lesser enemy was discussed. We needed something original and terrifying in the context of our story and the psychological themes. Inkblots represent dark, shape shifting, personal interpretations of thoughts and images, much like the idea behind a Rorschach test. Interestingly enough, ink serves the same purpose a tape would, or a brain- in writing down, capturing a memory, manifesting a thought into reality. It was the perfect concept and it was manifested immediately.

The brute concept came to be when we asked ourselves "how do we take this terrifying concept and make it even scarier? But of course, we make it bigger, stronger and harder to kill."

Enemies


- SHAPE -
10
A. □
B O
- THROWS -
1.
BARREL OF DRUG
2.
3.

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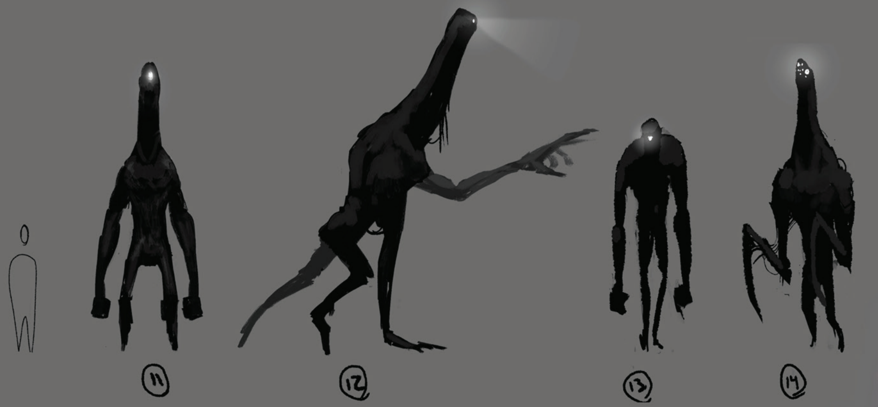
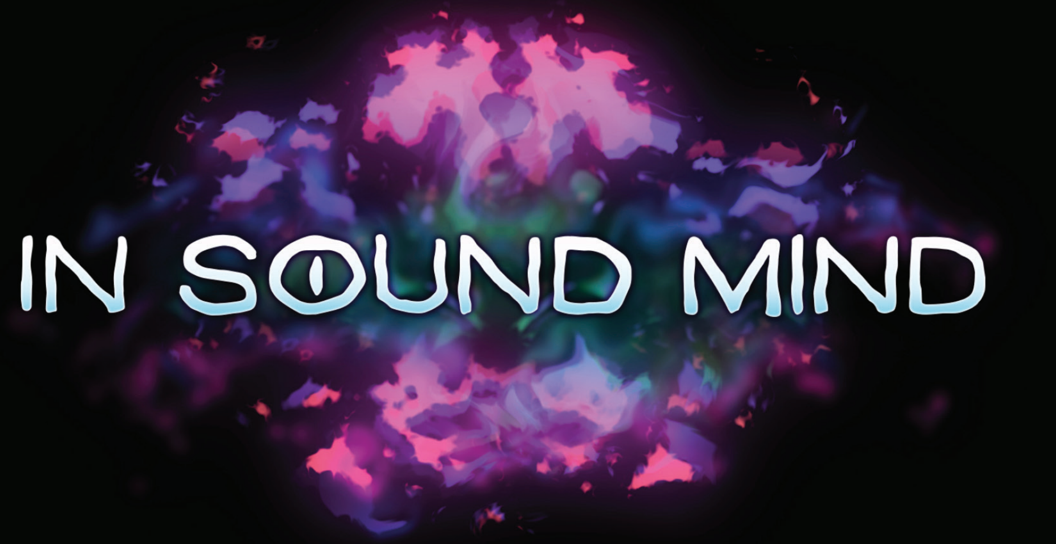
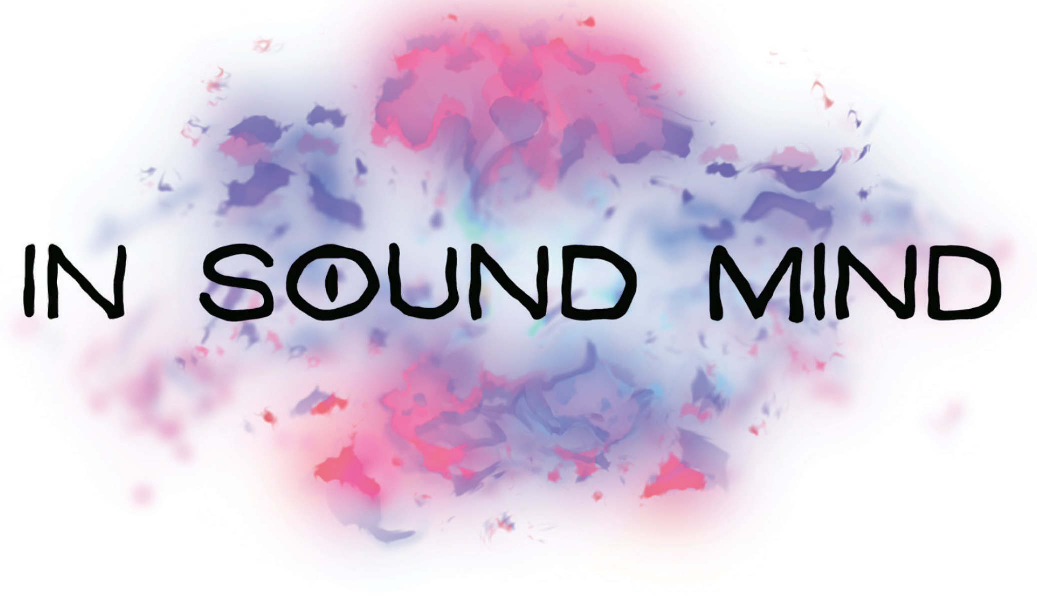


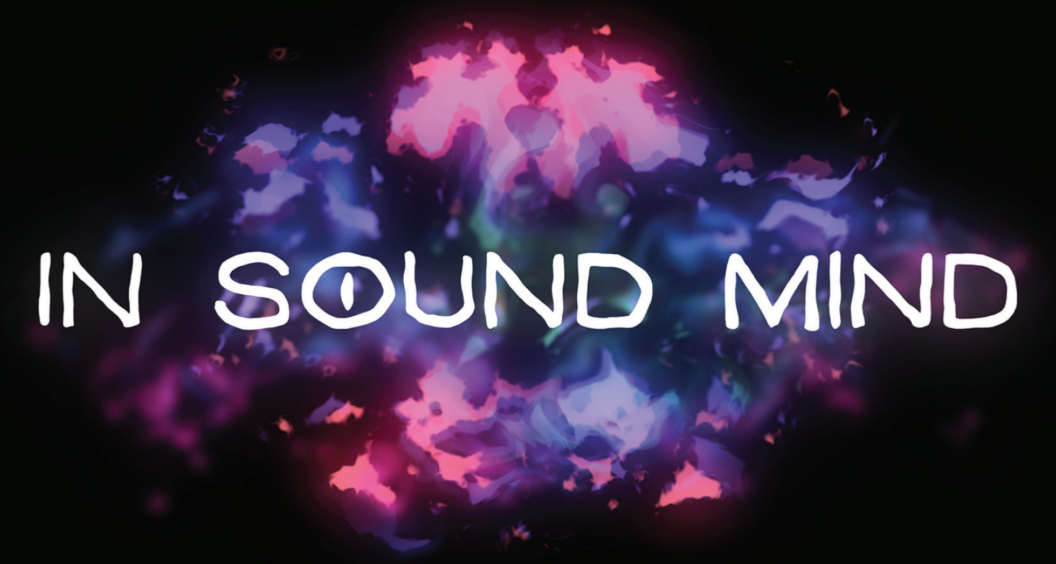
LOGO DESIGN



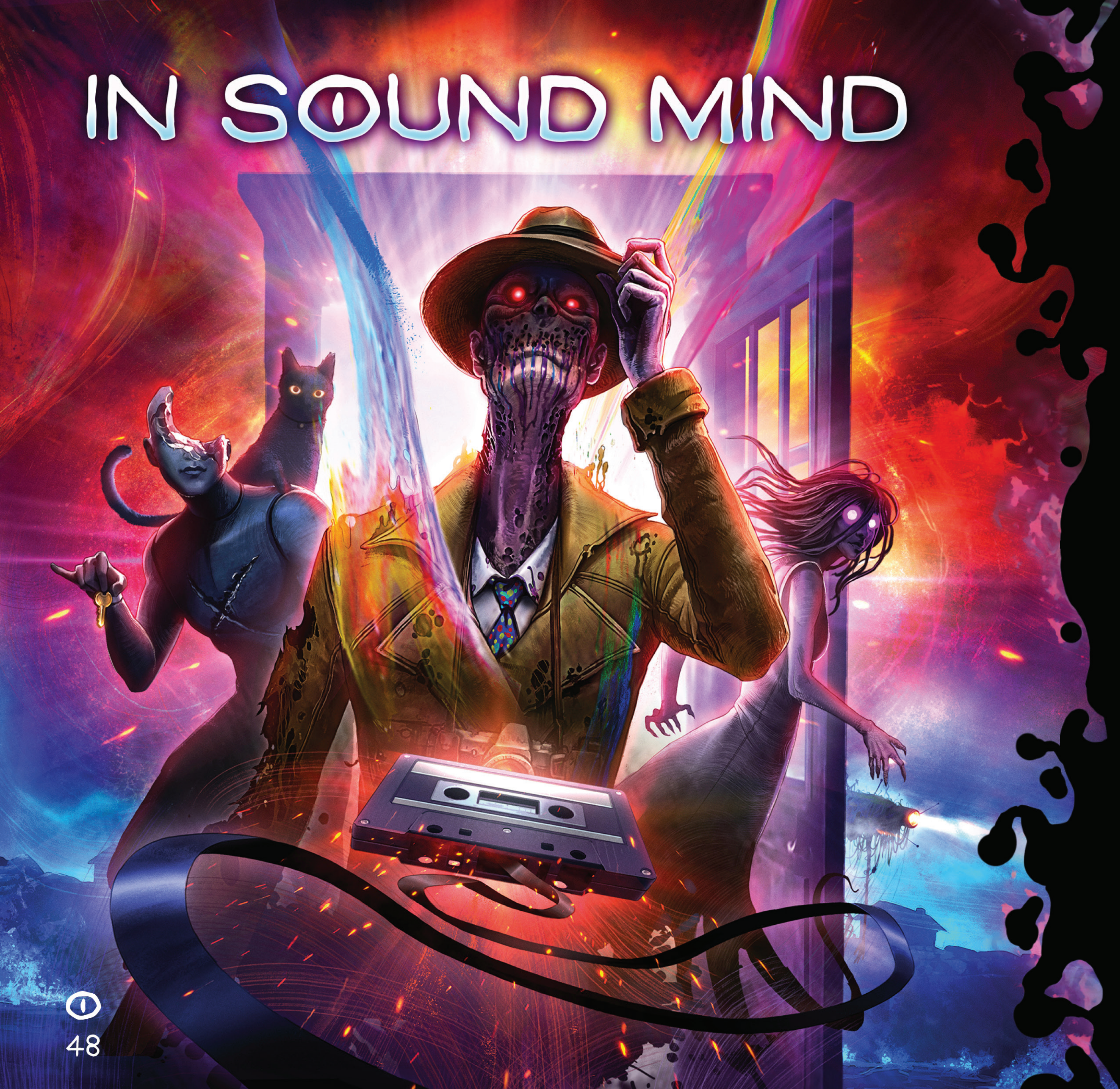
Logo Design

When we were coming up with the logo, we instantly thought of pulling references from the Rorschach tests we were implementing to the patient files. The logo represents the idea of an active brain, experiencing “brain fog” and the Logo colors match the colors of the chemical portrayed in the game.


IN SOUND MIND

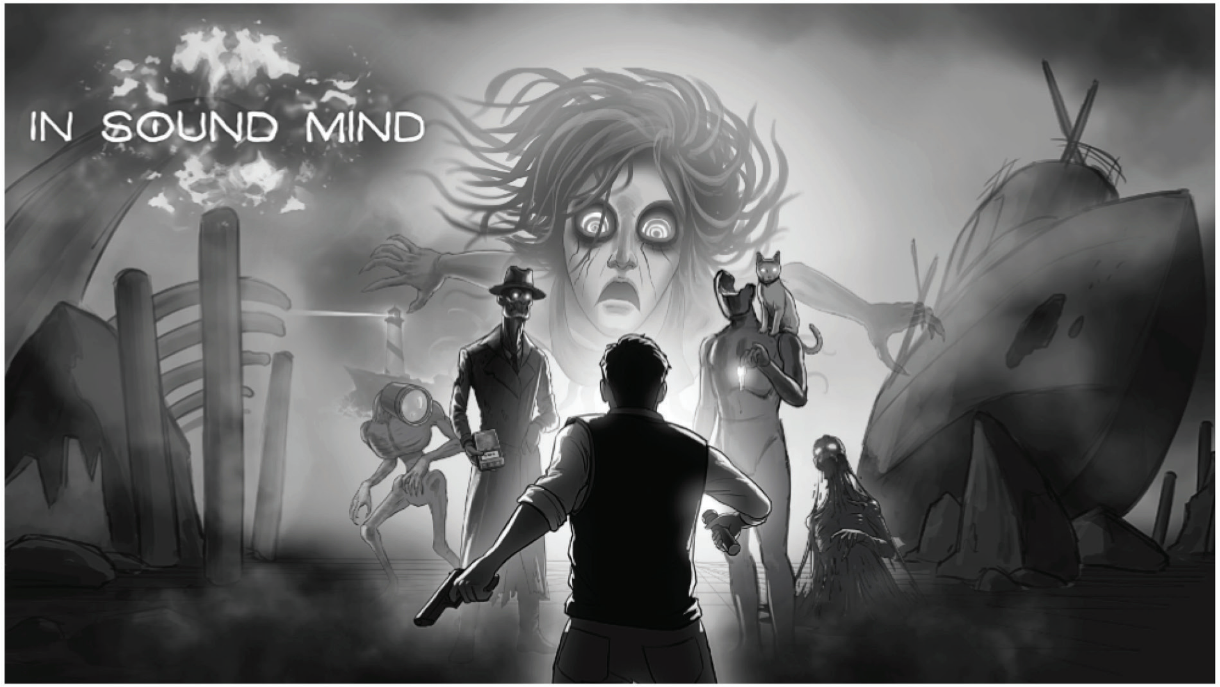

IN SOUND MIND

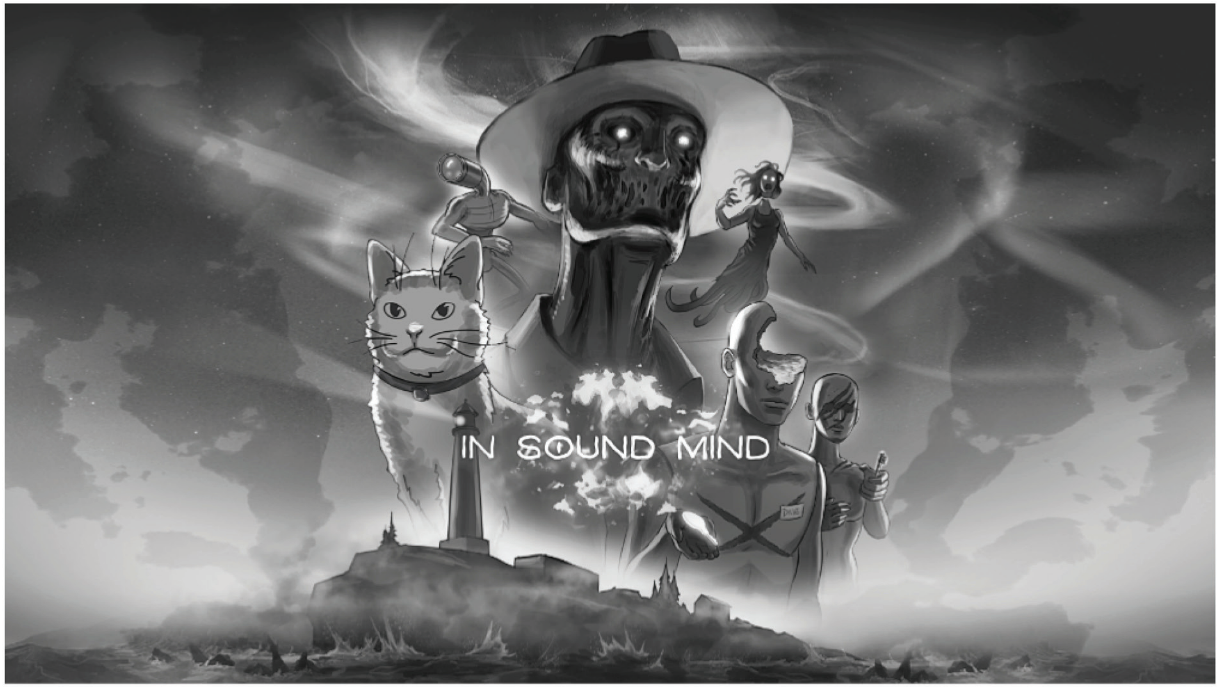
KEY ART DESIGN



Key Art Design

In Sound Mind has several themes we wanted to keep in mind for the key art. We wanted to portray these themes through the selected characters, colors, items, and atmosphere.
We explored multiple iterations that had Dave (mannequin), The Watcher, Tonia (the cat), and Agent Rainbow as they were the released characters at the time. But we also wanted to bring in some other visual elements in the game such as the doorway that is used to get to the different areas, the tapes that help Desmond uncover the truth of what has befallen Milton Haven and finally, the environment. The beach, the sea and water are both backdrops and motifs, hinting at the areas and reasoning behind our game's story.
The color chosen for the key art are also crucial as the game has a psychedelic visual motif and these colors help accentuate just that.


IN SOUND MIND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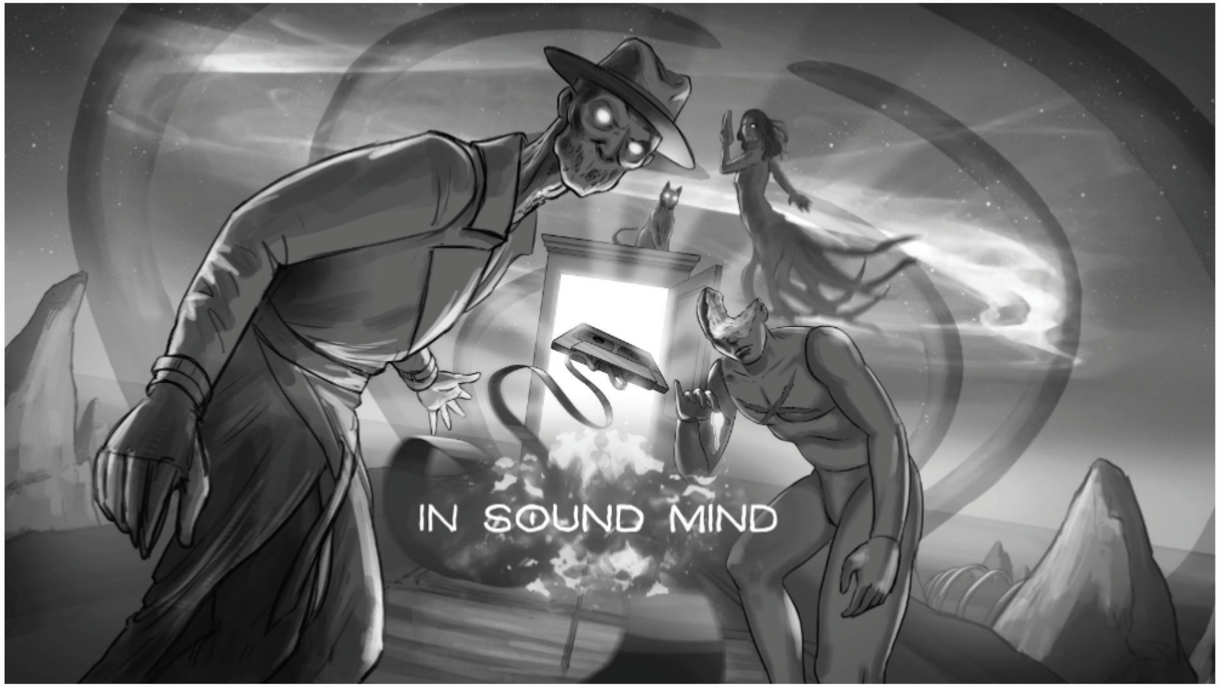
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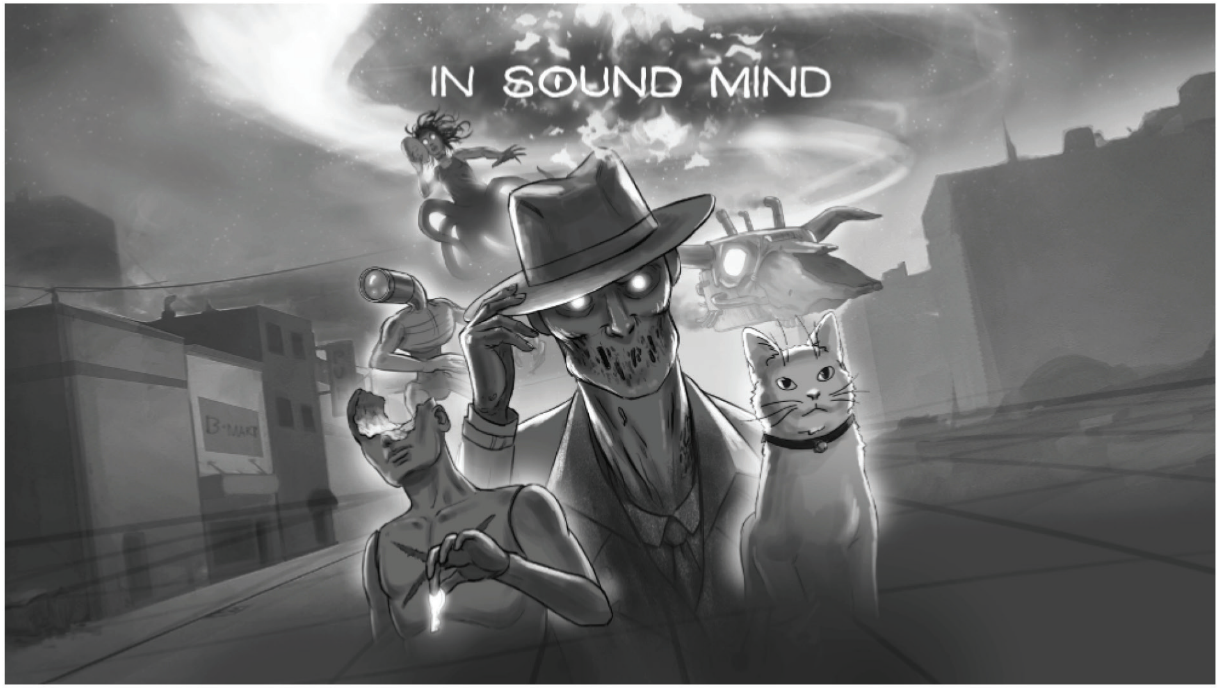
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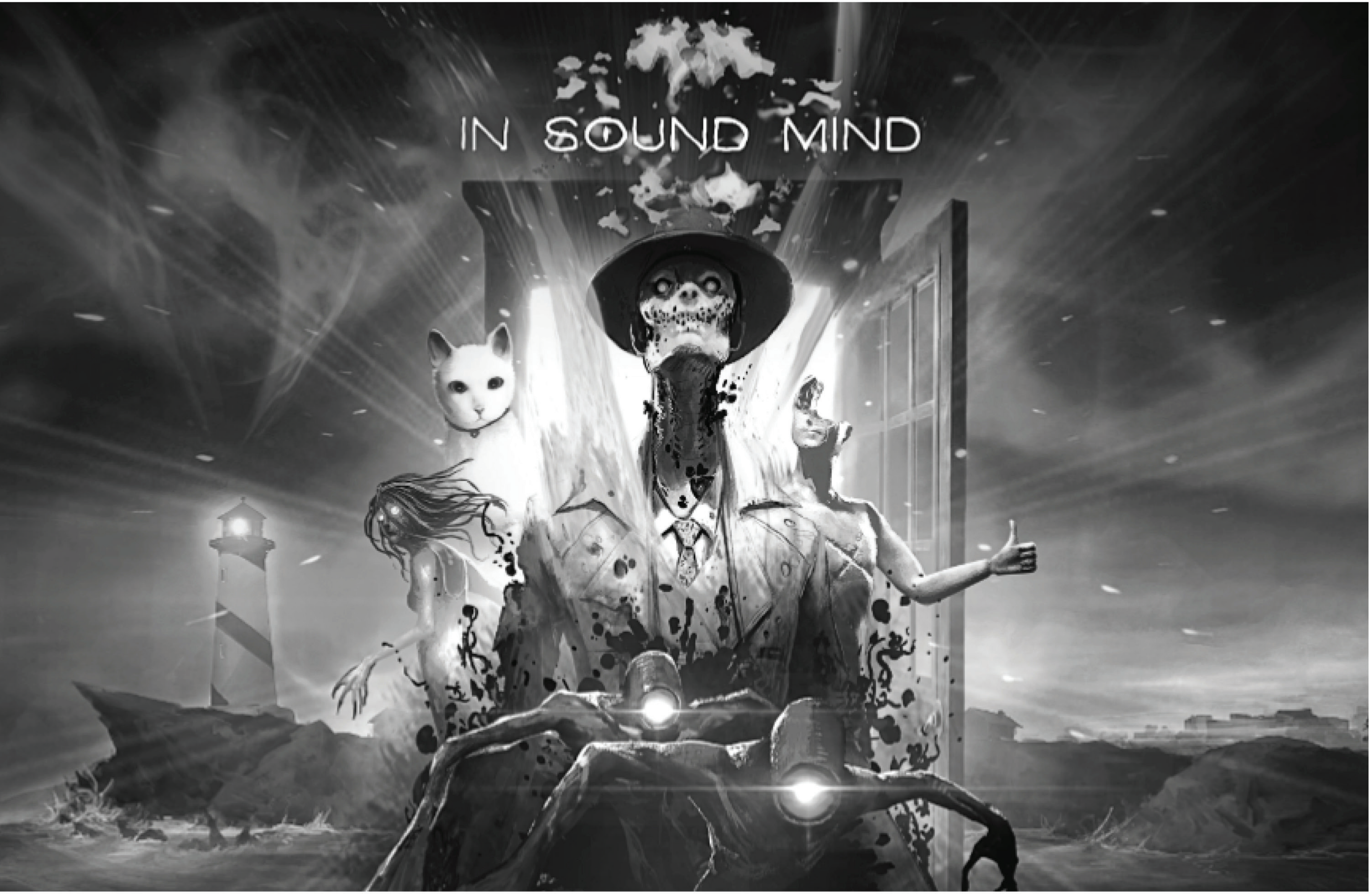
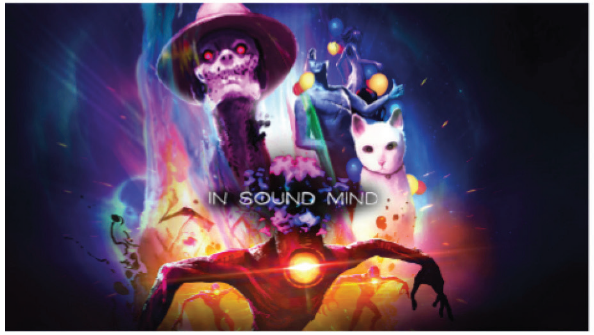
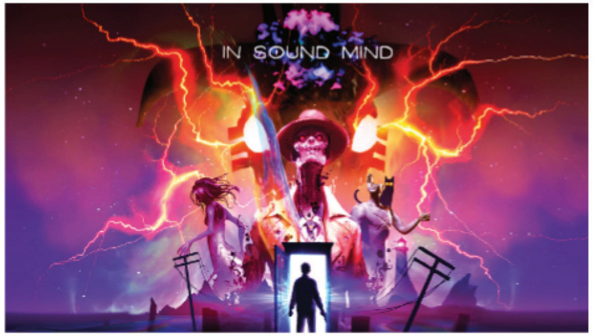

IN SOUND MIND

Key Art Design


IN SOUND MIND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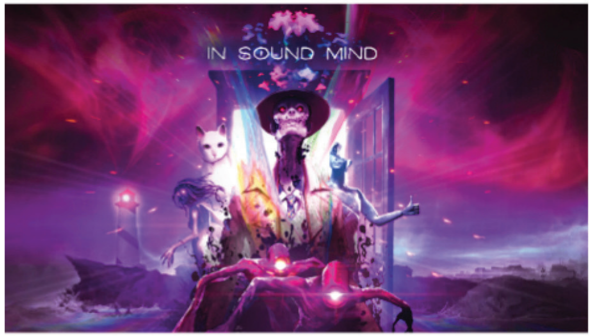
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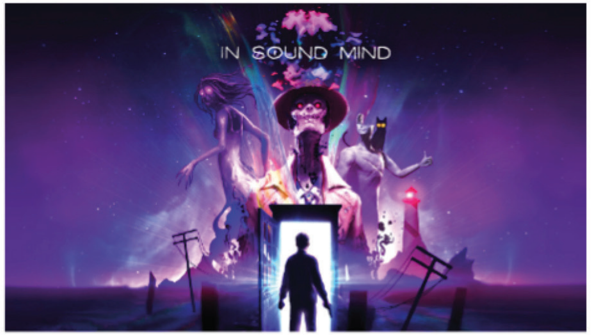
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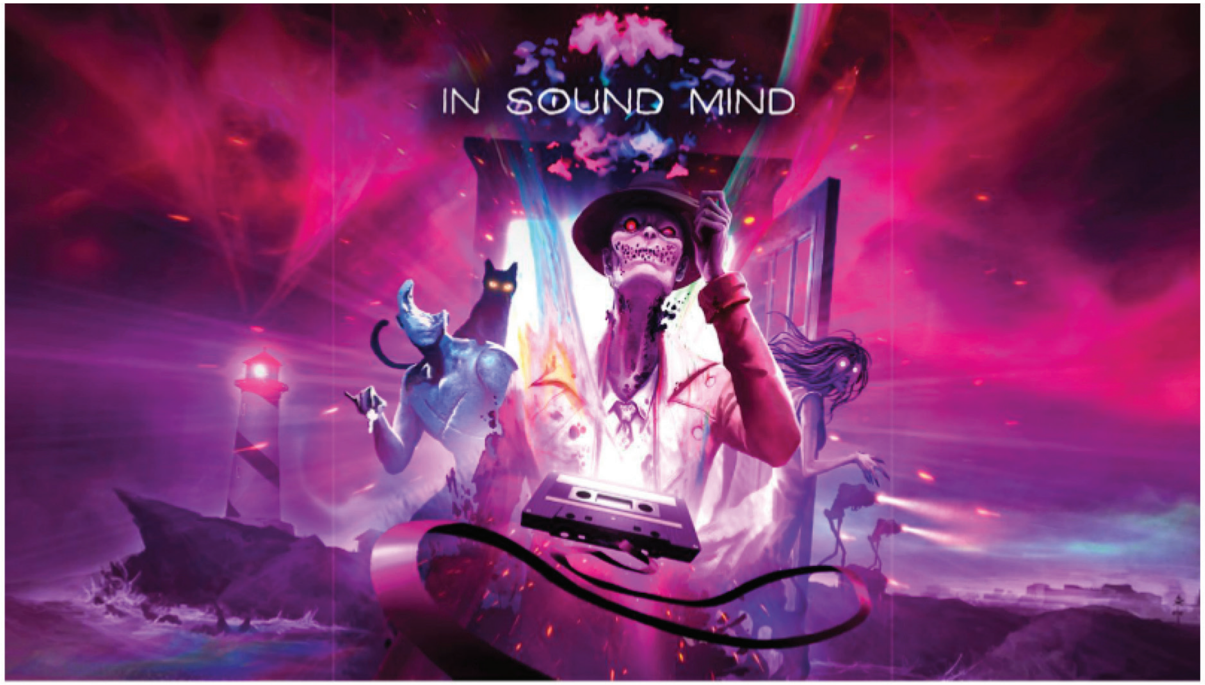
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Leaving so soon?